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SEGA VISIONS

Pg.14



**More than 30 Hot
Genesis, Sega CD,
and Game Gear
Games!**

Pg. 44



Pg. 26



The Making of Jurassic Park Genesis

June/July 1995

\$3.95

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Totally Sonic! Cool Sega stuff. Pg. 94.



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Say What?

Overheard at Sega

Games Via Cable Electronic Leash

The biggest news around here these days is Sega's agreement with Time/Warner and TCI, the entertainment and telecommunications giant. The three have agreed to start an interactive entertainment channel, with Sega Genesis consoles as the control device. Imagine tuning in to the Sega Channel on cable TV and "ordering" a Sega game from an on-screen menu. Within minutes, the game appears on your TV screen, and you can play it, just like a regular cartridge, for as long as the box is turned on. See Page 77 for more details.

Genesis is Number One

The March issue of *Toy & Hobby World* (the toy industry magazine) reports that the Genesis was the number one selling toy for December 1992, outstriking Barbie, SNES, Troll dolls and Berney toys. And at Number 10, Sonic 2 was the best-selling software title on the list, way ahead of Super Mario Kart. Funny thing, last year the president of Nintendo was quoted as saying that he doesn't consider Sega as competition. Sounds like pretty stiff competition to us.



Holographic Candy

This is definitely one for our What Won't They Think Of Next Dept. Dimensional Foods of Boston, Mass. has developed a method for creating holograms out of edible substances, and plans on introducing a line of candies with holographic images. The candies could be available as early as this summer.

Ever wished if your mom calls you at a party? If only your parents had CADS (Child Alerting Digital System). This message system from KBA Inc. consists of a base unit and one to three wrist receivers. Parents can leave up to four messages on the base unit and have them appear on the wrist receivers at a set time. CADS has a 1.5-mile range that can be extended to 5 miles. A remote unit lets your parents send messages even when they're away from home.

Tron

You just can't please everybody. Either the office is too dark or too bright, or the air is too moist or too dry, and nobody can figure out the air conditioning. It seems like the heater only works in August and refreshing gusts of cool air only come in December. Enter Automatron, the personal comfort level adjuster. "Tron" adjusts to the individual needs of those who enter it. Employees carry ID cards that have information on their favorite temperature and brightness. Sensors in every room detect who is in it, and automatically adjust to the needs of the individual. Tron can also restructure a whole room layout by reprogramming computers.

Just one minor point: What happens when a dozen people cram into a room for a meeting?

Sonic Update

If you think Sonic's been sitting on his spikes since the release of Sonic 2, you'd better think again. Sega Technical Institute, the people who brought you Sonic The Hedgehog 1 and 2, are working on something that's guaranteed to make your bumpers pop. We're talking about a new game that combines elements of pinballs and video games, to create a playing environment unlike any other. Sound exciting? Look for extended coverage of this great new game in Sega Visions later this year.

Oh, we almost forgot. Look for a new section on Sonic merchandise in this issue of Visions. Now you can read all about the latest Sonic gear in plenty of time to start dropping Christmas hints. Check it out on Page 84.

SEGA VISIONS

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What Do You Mean I'm Overdrawn? I Still Have Checks Left

If you're wondering what that other part of your checkbook is for (you know, the part called the check register), you can stop worrying about it. Panasonic's KA-RC100 CPA (for "Check Printing Accountant") does away with the need to keep a record of each check you write. You write a check by entering the amount on the keypad; this handy little device prints it for you and keeps track of your account balance. It also stores phone numbers, keeps track of credit card purchases, and categorizes payments (rent, electric, gas, etc.) The CPA is small enough to fit in a pocket or purse, and can hold 25 blank checks. Sorry, you still have to deposit real money into your account.



To Err is Human

Last issue's review of Gametek's *Humans* had one small typo—what should have been an "8" turned out to be a "5." We reported that *Humans* contained 50 levels, when we should have said 80. So all you guys who went out and bought what you thought was a 50-level game, you just got 30 bonus levels.

Monster News Flash

What was the last Godzilla flick you saw? The last one that was released in the United States was *Godzilla 1985*. What's happened to tall, dark and radioactive since then?

The fact is, three more Godzilla films followed *Godzilla 1985*. Unfortunately, they were only released in Japan and not in the United States. The first of these Japanese releases was *Godzilla Vs. Biollante*. In that film, scientists created a new monster by genetically splicing Godzilla's cells with plant cells. And in *Godzilla Vs. King Ghidorah*, Godzilla fans got to see their hero before he was radioactively mutated (in other words when he was "only" a dinosaur).

So what about us poor Godzilla fans here in the US? Well the good news is that Tri-Star Pictures has recently acquired the rights to *Godzilla* and we hear rumors that they are planning a movie with an enormous budget and state-of-the-art special effects. Will it be a remake or a further adventures of...? You'll find out when *Godzilla* reaches American shores in the summer of '94.

Aladdin!

When Sega, Disney and Virgin Games team up to create a game, you can expect the sparks to fly. And they will later this year when Sega releases the Disney Software and Virgin Games co-production of Disney's *Aladdin*, a game based on the blockbuster hit from the Walt Disney Studios. To make sure that the characters in the game have that unique Disney "touch," Disney feature animators are creating the animation sequences that will be used in the game. The sequences will then be incorporated into Virgin's game engine. This is the first time that a major Hollywood studio has contributed its animation magic to the development of a video game, and we expect the results to be nothing short of outstanding. Stay tuned for more on this unique development effort.

Hot Picks

So you think you know comic books? Close your door, draw the blinds and listen carefully. The latest word is that two big names in the comic book industry have teamed up for a most ambitious project. No, we're not talking Marvel or DC Comics. Give up? Try Valiant and Image.

They might be relative newcomers, but comic book fans and collectors agree that both Valiant and Image have done a great job on their own superhero universes. The new series will be entitled "Deathmate" and will feature a balanced collection of heroes from both companies. The prelude is scheduled for release in June.

This is perhaps the hottest news since Superman's demise (R.I.P.) or Spider-Man mauling Mary Jane. Both companies will benefit from this joint venture, and so will collectors who buy multiple copies. For every 50 copies ordered, Valiant/Image are offering a free "special" version. Will it have a special hologram cover, or will it be signed by the writer and artist of the book? No one's talking, but knowing both companies it's bound to be something cool.



Hear the
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razor-sharp
adamantium
Claws make
as they
extract their
revenge.



Logan's claws are made of adamantium, a rare metal that's stronger than steel. Wolverine's claws are made of adamantium, a rare metal that's stronger than steel. Logan's claws are made of adamantium, a rare metal that's stronger than steel.

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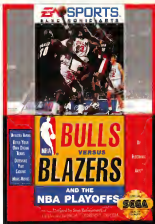
When Pippen goes to the hole, not even a double team can stop his double pump jam



*the complete rosters of all 16
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East and West All-Star
squads.*

*Now you
get even more ways to steal the show with tougher defensive playcalling.
And the chance to build your own dream team from the NBA's best.*





You also get new signature moves that'll make your head spin. Like Kersey's Gorilla Slam. Stockton's Behind-Your-Back Pass. And Owen's Alley-Oop Jam. It's the NBA's biggest guns. And all their shots.

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If it's in the game, it's in the game



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Yo Sega!

**HOT
ENVELOPE
ART!**

Tim Stevens
Counce, TN

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WELCOME
ME!

Yo Sega!

Is Blast Processing real or is it made up?

T.P., Alexandria, VA

It's real, and is already being used in a number of Sega games, such as *Sonic*, *Ecco*, *Jurassic Park*, and *Kid Chameleon*, among others. Without getting too technical, blast processing allows the Genesis to display one image while loading another into memory, something the SNES cannot do. Blast processing speeds up the action on the screen; without it, *Sonic* would move about as fast as *Mario*.

Yo Sega!

Back in the Fall of 1990, I just had to get a Genesis. Since that time, you have lowered the price of the system by \$70, packed in *Sonic the Hedgehog*, and now are giving away *Sonic 2*. Have you forgotten about the people who bought a Genesis when they were almost brand new?

J.W., Columbia, MO

You're not the only one who's had this experience. When the first audio CD players came out 10 years ago, they cost a whopping \$1,200. Some people just had to have it, and were willing to pay the price. And even though they paid more than the next generation of buyers, it was worth it to them to have a CD player before anyone else.

So even though you paid more for your Genesis, aren't you glad you got yours when you did? In any event, we haven't forgotten you. You're still receiving *Sega Visions*, aren't you?

Yo Sega!

I really love reading your magazine, especially when you talk about *Sonic the Hedgehog 2*. I just want to ask a couple of questions about *Sonic* and *Tails*:

1. What age is *Sonic* and *Tails*?
2. How old *Tails* got two tails?
3. What age is *Robotnik*?

Yours Truly, R.R., [no address]

Would you believe that Mickey Mouse is going on 65? This means that Mickey made his first appearance 64 years ago, not that he is a gray-haired pensioner on Geritol. However, even though Mickey has been around for more than 60 years, he is (and always has been) a young adult.

Likewise, *Sonic* has been around for about four years, but we all know he is older than four. Actually, *Sonic* is about 13, and his friend *Tails* is about five.

We don't know exactly how *Tails* got his two tails, but we suspect he was born with them, which makes him pretty special.

And as for *Robotnik*, we're not sure how old he is, but we know that he can't be trusted, so he's probably over 30.

Yo Sega!

I just bought a Game Genie for my Sega Genesis and it really blew my mind. I really like this thing. How does it change a game?

D.J., Little Rock, AR

The Game Genie doesn't really change the game. It just interrupts the instructions that go from the cart to the Genesis, and modifies them according to the codes you give it. For example, by giving the Game Genie the proper codes, you can modify the "number of lives" instruction to give you unlimited lives, or the "jump height" instruction to let you jump higher.

Yo Segal

My mother and everyone else swears that my Genesis is the sole reason for the electric bill. They believe it takes up so much energy. Will you please tell me, so I can tell them about how much energy it uses and on the average how much it costs to use it?

G.E.C., [No address]

According to one of our technical guys, the Genesis draws a constant 17 watts of power, which is just a little more than a 15-watt lightbulb. A 13-inch TV connected to your Genesis would draw an additional 60 watts, while a 20-inch TV would draw 100 to 120 watts. So depending on the size of your TV, a session with your Genesis would use about as much energy as a pair of 60-watt lightbulbs. We suspect you wouldn't get as many complaints if you spent an equal amount of time doing your homework under two 60-watt lightbulbs.

Yo Sega

Later on in the future, will it be possible to connect the Game Gear unit to a television? That way, you could play a game on the Game Gear with the same control pad and watch the game graphics on the television. If it is not going to be done in the future, is it all possible?

Sincerely, F.L., Fairfax, VA

When you're talking about is a Game Gear with video and audio output jacks, a device that presently exists only in the dreams of gamers like yourself. Although we have seen some modified Game Gears that can do this, Sega has no plans to market a Game Gear with this capability built in. It's a great idea, though, and one that we'd like to see happen.

Yo Segal

I know you are all working hard in your jobs to make Sega Visions the best it can be. So, if you can spare a few moments, I'd like you all to know: all of us appreciate your work. S.V. rules, and so do you!

D.W., [No address]

Thanks for that vote of confidence. We set out to make Sega Visions the best Sega-specific magazine in the world, and according to our readers, it looks like we're succeeding. (OK, all you skeptics out there, this is a real letter; we have the original in our corporate vaults.)

Yo Segal

I am really interested in buying a Sega CD. However, I have read about Sega CD as well as Mega CD. What's the difference?

J.T., Mount Olive, NJ

Mega CD is the name of the CD unit sold in Japan and Europe. Although it looks and feels the same as the Sega CD (the one sold here in the U.S.), the two units are not fully compatible. In other words, not all Mega CD software will play on a Sega CD, and not all Sega CD software will play on a Mega CD.

Nivan Rodriguez
San Francisco, CA

WHAH!
WHAH!
WHAH!
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MORE COOL ENVELOPE ART!

Response to our call for cool envelopes has been so great, that we've decided to run an extra page showing the latest and greatest. Way to go, guys (and gals too, of course) - keep up the good work.

Stan Tanaka
Chicago, IL



Keith Chan
Yakima, WA



Matt Brice, Worcester, MA



Jon J. Rignazzo, East Longmeadow, MA



Michael Murphy
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Honest. It really is a Cartridge Game!

FLASHBACK

THE QUEST FOR IDENTITY.

12 MEG



Planet Tibax: Outwit and outgun wond mutants and traps to escape from this hostile jungle.



New Washington: You found your memory. Now take on lethal mutants to survive undercover.



Death Tower: Combat deeply replicates in a futuristic gladiator show. The prize - your life.



Earth: Your cover has been blown. Now robot cops are after your hide.



Paradise Club: You discovered the aliens' headquarters but got trapped in their prison.



Planet Morphs: Transmutating morphs relentlessly defend their planet from your assault.



Flashback's animation is so fluid, and the graphics so eye-popping, you won't believe it isn't a CD-ROM game. The characters move at 24 frames-per-second and an intense science fiction plot unfolds with animated sequences. With 7 challenging levels and a choice of 3 difficulty settings, you'll wonder how this all fit into a cartridge.

For tips and information
U.S. Gold GAMEline
1-800-296-GAME (4263)

\$1.95 per minute charge. If you are under 18 years old get your parents' permission before calling the GAMEline. Touch tone phone required. U.S. Gold Inc., San Francisco, CA 94111.

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The Official Flashback-The Quest for Identity Strategy Guide
A detailed guide of hints, strategy tips and the further adventures of Cortex from Maxwell games. Get the U.S. Gold GAMEline for information on purchasing it.



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INTERNATIONAL



OVERVIEW

This summer, Sega will change the way you think about dinosaurs with a new Genesis title that is as big and bad as a Tyrannosaurus Rex and as fast and cunning as a Velociraptor. A game that is loaded with more action and thrills than you'll ever find at an amusement park. It's *Jurassic Park* by Sega. Based on the upcoming *Jurassic Park*, a film by Steven Spielberg, this is a game that has been 65 million years in the making. Dinosaurs are among us once again! And you just might learn why they ruled the Earth for millions of years.

Creating *Jurassic Park* was no small feat. Sega's game designers incorporated the ultra-latest technology to give the game a look and feel that approaches animation quality, including stop-motion modeling done with dinosaur models similar to the ones used in the movie (see *The Making of Jurassic Park* elsewhere in this issue). A digitized soundtrack and sound effects round out *Jurassic Park* as a game like no other.

Make no dinosaur bones about it: Its awesome, *Jurassic Park* pits man against dinosaur, and dinosaur against man. Play either as Dr. Grant—in a mission to rescue people trapped in the Visitor Center—or as a Velociraptor

dinosaur in a quest to escape Jurassic Park. Because your adversaries display artificial dinosaur intelligence (ADI), they respond differently with every action you make, every time you play. There are few patterns and little predictability. You don't always know when a dinosaur or guard is going to appear or what they are going to do. Every time you play *Jurassic Park*, you'll face a new game. The Raptor that chewed you up before, may now just sniff you and move on. Maybe. Whether you choose to fight for Raptor freedom or to free the humans from the Visitor Center, *Jurassic Park* is big, fast and full of challenges.

Playing as Dr. Grant

If you choose the human-player game, you control Dr. Grant in a 13-stage mission to rescue the people trapped inside the Visitor Center. The key to beating the game is to concentrate on getting to the Visitor Center, not on wounding dinosaurs. In fact, you can't. The stuns you'll find will shock, stun or put to sleep the many different dinosaurs you encounter. Socks around too long and they will wake up, most likely with a less favorable attitude toward you!

The first sound is the jungle, where your jeep has just crashed. After you get up from the ground, take a closer look at the jeep. There are tranquilizer darts by the windshield. Reach them by pressing Down on the D-Button to crouch, then walk to the darts. You'll find other items at various points throughout the game. Items include Stun Guns, Gas Grenades, Super Darts and Flash Grenades.

Although there are seven main types of dinosaur in the Park, the three you have to worry about most are Tyrannosaurus Rex, Spitters and Raptors. T-Rex is big, mean and hungry. Spitters "spit" green venom with uncanny accuracy. And Raptors are unique. They are fast, highly intelligent and the most dangerous adversaries you will face.



Add these Tranquilizer Darts to your inventory before you do anything else.



The Triceratops is the first dino you encounter. You can get past him if you are fast on your feet.



Hold down the Jump Button when you leap over ledges, to hang and pull yourself up.



Pterodactyls move in quickly. Listen for the sound of their wings for a split-second warning, then try to jump up to avoid taking a hit.



Raptors are bigger, meaner and powerful. Comys are small and run in packs.



Crouch and Push boxes and other objects to gain access to areas you normally could not reach.



You can climb vertical poles, vines and ladders to reach horizontal surfaces for hand-over-hand travel.



First Aid boxes will recharge Grant's life meter.



Electric shock is a constant danger in the Power Station level. Try to time the discharges and Jump for it!



Five or six Stan Gun blasts will knock down a Raptor, but they won't stay down for more than a second or two.



Spitters can hurt you from long range with their poisonous, green, glob-like spit. Four zaps with a Stan Gun will stun them for a short time.



Always be aware of places to hide. The Raptor can't reach you when you are in the Power Station's sub-level shafts. But you can still use items on him.



If the Carnos gang up on you, try pressing Left and Right rapidly on the D-Buttons to shake them off.



Search the River Level carefully. You'll find a lot of items here, including gas for your river boat.



The Pump Station hextreme is harmless.



Jungle vines are a handy way to travel across chasms and other hazardous obstacles.





Stun Gun

This Stun Gun gives dinosaurs a shock, stunning them for a few seconds.



Tranquillizer Darts

A few direct hits will send most dinos into slumberland.



Super Darts

Good right to even the largest behemoths.



Gas Grenades

Good for putting a squeeze on groups of smaller dinos, like Comys.



Flash Grenades

Makes a big bang and flash, stunning dinosaurs momentarily. Move fast!



Dr. Grant's Control Pattern



D-Button moves Grant around. Press Down to make Grant crouch. Pressing Up or Down allows you to see higher or lower on the screen.
Button A to jump, fire, or select items.
Button B to jump, fire, or select items.
Button C to jump, fire, or select items.
Select button configuration in the Option mode.

Raptor's Control Pattern



D-Button moves the Raptor around.
Press D-Button Down to make the Raptor crouch.
Button A for a Claw Slash.
Button A + D-Button for a kicking attack.
Button B to jump.
Button C to left.
Button C + Left or Right to shake.



The Claw Slash is your main means of offense.



You may even have to battle your own kind.

Playing as a Raptor

If you decide to play *Jurassic Park* as a Raptor, you put a whole new focus on your gaming experience. Your object now is not rescue, but escape. You are a Raptor, the most intelligent, mobile dinosaur in *Jurassic Park*. You are trapped in a holding cage. Lightning frees you. Now you must battle Park Guards and other obstacles as you make it through 13 levels of *Jurassic Park* to a ship that will carry you to the mainland.

In the Raptor game humans are your main adversaries. Since you are intelligent, you cannot use the items humans use against you. You have to follow a whole different train of thought and use the

strengths of your powerful reptilian body.

What are the advantages of being a Raptor? You can move fast. Very fast. You have long, powerful legs that allow you to jump to high places, and strong claws to grasp or tear at your adversaries. You are also very mobile. And while you can't use human items, you can move blocks, boxes and other objects to allow you access to different areas of the game. Playing as a Raptor allows you to experience what it is like to be a life form that has not walked the earth for 65 million years. We think it will drive you wild.



Park Guards are your adversaries. They stand between you and freedom.



Leap to higher levels by jumping with the D-Button in the appropriate direction and holding Button B. You will automatically grab the edge and pull yourself up.



Meat replenishes your life meter. Raptors need to snack often.



Jurassic Park Maps

The grounds of Jurassic Park are big, treacherous and loaded with danger. The items and placement are different depending on whether you play as Dr. Grant or Raptor. Here's what you can expect to find or encounter... in the first few levels, playing as Dr. Grant.

The

1. Tranquilizer Darts
2. Super Darts
3. Flash Grenades
4. Gas Grenades
5. First Aid
6. Extra Life
7. Brachiosaur
8. Triceratops
9. Pterodactyl
10. Comys
11. Raptors
12. Spider
13. Show Bus **

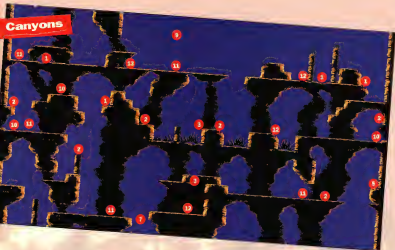
The Volcano

1. Tranquilizer Darts
2. Super Darts
3. Flash Grenades
4. Gas Grenades
5. First Aid
6. Extra Life
7. Brachiosaur
8. Triceratops
9. Pterodactyl
10. Comys
11. Raptors
12. Spider
13. Show Bus **



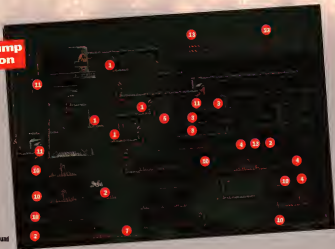
**Not available in each level

Canyons



The Pump Station

- 1. Tranquilizer Darts
- 2. Super Darts
- 3. Flash Grenades
- 4. Gas Grenades
- 5. First Aid
- 6. Extra Life
- 7. Brachiosaur
- 8. Triceratops
- 9. Pterodactyl
- 10. Campys
- 11. Raptors
- 12. Splitter
- 13. Shun Gun **



Brachiosaurs and Triceratops are found in the Pump Station.

The Making of

JURASSIC PARK

GENESIS

Imagine a man-made natural reserve where dinosaurs of all shapes and sizes roam, living as they did 65 million years ago. The raptors, fast and intelligent with razor-sharp claws, stalking through the jungle, and pouncing on their unfortunate prey with unbelievable speed. The triceratops peacefully grazing in the undergrowth. And the Tyrannosaurus Rex, the ultimate predator, standing 50 feet tall and with a bad temper to match. This is Jurassic Park.

In an unmarked office building about 15 miles from the San Diego Zoo, a team of dedicated artists, programmers and game designers is putting the finishing touches on a different kind of zoo, one that can exist only in the imagination. Blue Sky Software, the developers of Jurassic Park for the Genesis, have spent more than a year creating a world unlike any other, the ultimate natural reserve populated by creatures long extinct.

Such an immense undertaking can succeed only with dedication, teamwork and talent. Fortunately, Blue Sky has all three qualities in abundance. Over the course of the last 15 months, a core group of a dozen very talented individuals has been working together to bring Genesis owners the ultimate gaming experience, a video game based on Steven Spielberg's blockbuster movie, Jurassic Park.



Game Design

Just as a movie begins its life as a script, a video game begins with a design. In the case of Jurassic Park, game design was the combined effort of Jesse Taylor (the producer), Dann Christensen (the art director) and Doug TenNapel. After considering several possibilities, the design team settled on a classic side-scrolling game, in which Gimm, the player's alter ego, has to advance through seven levels to reach the final goal and save the park. As we shall see a little later, what makes this side-scrolling game different is the amount of artificial intelligence (or "AI") that the programmers have given the prehistoric creatures. The Jurassic Park dinosaurs not only look lifelike, but they act as though they have minds of their own.

The Jurassic Team

You don't have to be a dinosaur fanatic to be a member of the Jurassic Park team, but it helps. Every member of the team has studied dinosaurs, has visited Natural History museums, and has read widely on the subject. They have even taken field trips to the San Diego Zoo, not in the hope that they would find real dinosaurs there, but to study how other animals are maintained in captivity.



Of the 12 people involved in this project, no less than nine are graphic artists and animators. The lead artist in the group, Doug Nielsen, has been a cartoonist and comic book artist for years. Among his credits is the Saturday morning cartoon show *The Attack of the Killer Dinosaurs*. Doug, who stands about six feet eight inches and vaguely resembles a pterodactyl, is responsible for coordinating the entire graphic effort. When you realize that most of the effort in creating this game has gone into the graphics, you understand the importance of his role. Let's pay Doug and his team of artists a visit and take a behind-the-scenes look at the making of this awesome game.



Character Animation

Once the game design was buttoned down, it was time to start animating Grant and all the creatures in the game. Because Grant is the central character, a lot of the effort went toward animating his movements. In fact, Grant has over 50 separate animation sequences, with different movements for walking, running, climbing, jumping, falling and so on.



Digital Cloning

While it's relatively easy to create animation sequences of a person, creating animations of creatures that have been dead for more than 65 million years is a different kind of challenge. To understand how these long-extinct creatures moved, Doug and his team of animators consulted the same experts used by Steven Spielberg for the movie.

Each one of the prehistoric creatures used in the game had to be studied in detail, noting their size, shape, mass and anatomy. To make their task a little easier, the team made use of models similar to the ones used in the production of the movie. By using stop-motion photography (where the model is moved by a small increment and then photographed), the team was able to create animation sequences of all the prehistoric creatures used in the game.



A Little Background Information

While some of the artists were working on the animation sequences, the rest of the team were busy creating the backgrounds. Each level in the game has a different background, some of which extend to 2D or 3D Genesis screens.

Backgrounds are created with a computer paint program, and then compressed using a "tiling" tech-

nique. Tiling is a process which breaks an image down into a small number of tiles, which are then combined to recreate the original image. By using a smaller number of tiles over and over (and by flipping and rotating tiles), the background artists can fit bigger, more complicated backgrounds into a cartridge. (At 16 megs, *Jurassic Park* is one of the biggest carts ever produced by Sega. By using tiling and other compression techniques, the developers have been able to cram even more onto the cart.)





Animating Grant was fairly straightforward. Team member Mark Dobratz was videotaped in front of a neutral background while he made all of Grant's movements. Selected frames of the videotape were then digitized and fed into a computer, where the graphic artists could manipulate the images further, compressing the data, modifying the colors and fine-tuning the movements. The result was a smooth animation sequence for each of the movements that Grant needs to make.



Raptors go through the motions.



T Rex has his say!



Because the raptors are the central dinosaurs in the game, they have the greatest number of animation sequences, with 20 or more different movements. This is more than double the number of sequences for the other dinosaurs. The raptors have different sequences for walking, running, sneaking, attacking, biting, howling and so on.

Cleaning Up

After creating the animation sequences, the small army of artists began cleaning up the individual images to make sure that the animations were smooth and glitch-free. This process involved bringing each image into a computer paint program, then using special smoothing and blending techniques to make sure that the colors and the increments of movement were consistent. When all the animations were clean and smooth, they were ready to be placed onto the backgrounds.





Music and Sound

The dimension of sound is as important to video games as it is to movies. It is even more critical for big action games like *Jurassic Park*, where the sound of a Spit Gun or the roar of a *Tyrannosaurus* can add depth and realism to the game play. In addition, the sound of the jungle can provide subtle clues for the observant player—a creek in the undergrowth or the buzz of an agitated raptor can let the player know what might be coming down the road. These sound effects, together with Stan Powell's musical soundtrack, will help make *Jurassic Park* a phenomenal gaming experience.

Get with the Program

While the rest of the team is creating the animation sequences, the backgrounds, and the sound and music, the programmers have been busy creating the environment that will serve as the basis for the game. First, they have to create the "engine" for the game, the instruction set that defines the type of game (side-scrolling), the types of backgrounds and the kind of control available to the player. Once the basic game engine is established, the programmers set out to define the kind of behavior patterns available to the characters in the game. This is what is referred to as artificial intelligence, the characters' ability to exhibit lifelike behavior, giving them depth and dimension.

Unlike the characters in most video games, the enemies in *Jurassic Park* do not always follow predictable patterns. For example, under some circumstances, a raptor may do nothing more than sniff around before running around and walking away, on other occasions, the same raptor might pounce and attack without hesitation. The actual response depends on various factors, such as the level in the game, the player's sophistication and ability, and the type of dinosaur. Because the raptors are the most complicated creatures in the game, they have almost a

dozen factors affecting their responses. This makes them appear wily and cunning, since their behavior is not always easy to predict.

The other dinosaurs in the game also exhibit AI to some extent. Without AI, they would respond the same way under all circumstances, making their behavior flat and mechanical. What this means for the player is a game that is consistently challenging for all levels of playing ability.

Putting the Whole Thing Together

So far, we have seen how each game element is created: the animation sequences by digitizing live models or through the use of stop-motion photography, the backgrounds with a computer paint program and tiling techniques, the sound and music, and the programming. The next step is the combination of all those elements into a playable game. This process, which is a critical step in the creation of a well-balanced and challenging game, requires the combined efforts of the artists and the game designers.

As background artist Mark Lorenzen scrolls around the background of one of the levels, the game designers specify the placement of the dinosaurs and the other game elements at various points. Not only do they need to decide which of the dinosaurs should be placed at each critical spot, but they also have to decide which animation sequences to use.

For example, they might decide to place a raptor at a critical intersection, blocking Grant's path. Which of the 20 or so animation sequences they would use at that intersection depends on how Grant will need to act in that situation. One sequence might have the raptor turning toward Grant and hissing. This might be followed by the raptor rearing up to attack and then charging Grant at full speed. It would not be unusual to have six or more animation sequences at a critical point in the game, with each one tied to a specific action by Grant. Of course, the sequences that most gamers will want to see is the one of the raptor falling over, stunned by Grant's Spit Gun.

The Finishing Touches

As with any video game, the last few hectic weeks of the project are spent fine-tuning and polishing the game play and eliminating "bugs," those insidious little software glitches that can cause unpredictable results. Sega's test group spends hundreds of man-hours playing the game and reporting any problems they find to the development team. Finally, after weeks of tuning and bug-squashing, the game is ready to be manufactured and shipped to the anxiously awaiting gamers all around the world.

Want to know more? Check out the exclusive review on page 14 of this issue!

BATMAN™ RETURNS ...ON SEGA CD™

"The game is truly the Next Step in the CD-ROM Evolution...Hats off to Sega for all the effort and creativity!"

—High End Magazine

"Wow!! ...The game scores a perfect 10 on the drolometer...the scaling has to be seen to be believed...this is what CD is all about. Incredible, unbelievable and a must buy!"

—Die Hard GAME FAN Magazine



EXPLOSIVE 3D RACING COMBAT • INCREDIBLE FIGHTING ACTS • ORIGINAL CD QUALITY SOUND TRACK



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JOE MONTANA'S NFL FOOTBALL

OVERVIEW

Welcome to The Next Level of CD sports! *Joe Montana's NFL Football* CD from Sega is the first sports title for the Sega CD. An all-new 3-D Behind-the-Quarterback view brings you right down onto the field. A killer soundtrack will surround you with the crunch of the pads. Digitized video commentary and advice from Joe Montana himself will get you moving in the right direction. And an official NFL license gives you all your favorite teams. What more could a sports nut want?

Imagine yourself on the field, coming out of the huddle. The snap—the throw...Touchdown! The crowd goes berserk! The most amazing facet of this intense new title is the feel. The game perspective is that of the Quarterback. You can look left and the game will scroll left. Look up the field and you see your wide receiver from the right perspective. The zoom function makes fantastic use of the Sega CD's hardware capabilities. Add to this the actual NFL teams, plays straight from the playbooks of NFL offensive and defensive coordinators, and league play with true play-off structure. What you get is the best football simulation ever.

Sega worked closely with Joe Montana to produce the game's digitized comments and critiques. He'll congratulate you on a winning play. You can ask for advice during time outs. In addition to tips, Joe does all his color commentary in digitized video form.

This game has Joe larger than life in great form. You'll have all the most recent stats, save-game ability and a locking soundtrack that includes samples of true NFL play—from bone-jarring

crunches to the roar of the crowd. If you don't want the added commentary or game tunes, you can turn them off. The players themselves have amazingly accurate moves, all fully animated, and the animations are very, very cool. You'll see helmets getting knocked off, a terrific helicopter spin and some fantastic end-zone antics.

The game is for one or two players and will let you save configurations. Once you've won the Super Bowl you'll qualify to take on 10 of the greatest teams of all time. The teams included are: the '67 Packers, the '68 Jets, the '72 Dolphins, the '76 Raiders, the '77 Cowboys, the '78 Steelers, the '84 Niners, the '85 Bears, the '86 Giants, and last, but not least, the '92 Skins. The last itself is incentive to take a team to the Super Bowl!

Overall, it's not just the terrific stats or the fantastic sounds that make this such a great title—it's the three-dimensional environment. The impact is spectacular and it allows a real close to the action, smell-the-grass perspective. From lock-off to the final play, this is a true football game for true football fans.



You can almost hear the crunch. *Joe Montana* CD has some seriously punishing impact.



Pick out your receiver and let it go. The Behind-the-Quarterback view on your pass attempts gives you a real counterback feel.



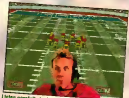
It's us...it's good! Can you hear the cheers?



This is the play who's going to give you all the great advice. He's all Joe.



Statistics bars will let you view the teams' strengths at a glance.



Listen carefully to Joe's advice. Joe knows football.



Want to glance right? It's easy with the Sega CD's rotation capabilities.



You'll choose your plays and try to guess your opponent's moves from the playbook screen.



Here's the fantastic upfield view on kick-offs. The perspective immediately flips to the receiving team upon kick.



Switch the controlled team's role at will, call audibles and snap the ball. The Behind-the-Quarterback view is easy to work with.



OVERVIEW

Grab your six-shooter — or your Sega Menacer — and get ready for the Wild West shoot-'em-up that promises to beat all shoot-'em-ups: *Mad Dog McCree* is headin' into town. *Mad Dog McCree* will be the first of American Laser Games' arcade hits to be converted to the Sega CD... and it looks like a day in the Wild West will never be the same. The interactive-style gun-slingin' action in this full-motion video game will make it great for the Sega Menacer. This level of player interaction is something Sega gamers are hankerin' for. Of course, *Mad Dog McCree* will play just fine with the control pad... just a little tamer. You will even have a two-player option, with the players taking turns on each shootout. Round up a partner, cinch up your gunbelt and get ready to face some mean hombres.

Gunfight at the KO Corral

Folks in town are plumb scared to death. *Mad Dog McCree* and his band of outlaws are headin' their way and the sheriff ain't near mean enough to handle one of *Mad Dog's* men, let alone a whole gang. What this town needs is a gunslinger... you. Save the town — and the Mayor's daughter — and get your hand-sought rewards.

For first, get in some target practice. *Mad Dog McCree* will give you plenty just line up the bottles, then let 'er rip with your Menacer.

In town, you'll get your choice of four different areas to clean up: the Saloon, Sheriff's Office, Corral and Bank. The game's outcome

will depend on the paths you choose. Sneak peeks at *Mad Dog McCree* reveal it is jam-packed with amazingly vivid movie cloths of the bad guys you exterminate, like the guy who tumbles off the roof of the Saloon. Shoot one of the innocent townspeople and you will see footage of the undertaker completing the burial, then telling you how many remains of the original 62 people you're supposed to be protecting. Get killed yourself and you'll visit the undertaker. What to be buried with your boots on, partner?

You will start with three lives and six bullets. You can add to your store of lead by shooting any cow skulls or spittoons you see. Continues will also be available. Rescue key folks from *Mad Dog's* gang and they'll give you hints on how to proceed next. You'll visit eight stages of the Old West in all. And this is authentic Old West — *Mad Dog McCree* was shot on location in New Mexico, which lends the game a spectacularly realistic look and feel.

So, get ready to grab your Menacer and join the crowd that's gathering to send *Mad Dog* scurrying. What more fun could a virtual-busini' bad west?

Mad Dog McCree



It'll be tricky 'cause that dynamite strapped to him is set to blow, but you've got to save the old prospector.

Mad Dog has locked the sheriff in the alley and the bartender has the keys.



The Missus' parties set to break out here will make your trigger finger itch for more.



Looks like you're outnumbered three to one.



Show 'em how well your target practice has paid off. Peg the bad guys holding the bank clerk and customers hostage.



Watch your back! *Mad* never know when one of *Mad Dog's* men will show up.



Stick with the sheriff. *Mad Dog's* men just love target practice with tin stars.

Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about training up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the gamet
- In your face close-up!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!



Road Avenger fills your tank with high octane action! Forget the insurance. Full speed ahead to your nearest Sega CD retailer!

SEGA

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Available at Sega CD retailers and
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THE TERMINATOR

OVERVIEW

The Terminator has been a popular figure in video games on all platforms the past year. Now he comes to the Sega CD in a version that definitely reaches The Next Level in graphics, sound and game play. Virgin Games' new Terminator CD is a winner! Take Kyle Reese from a future war between humans and mechanicals back to the past to protect Sarah Connor's unborn child. This explosive run-and-gun, single-player action title has spectacular graphics, an amazing QSound soundtrack, digitized intermissions from the film and terrific game play. You'll fall in love with this game faster than you can say "I'll be back."

If you saw the original Terminator film, you know the storyline: Kyle Reese is sent on a trip to the past by the leader of the Human Alliance. His purpose is to protect his future leader from an early termination while still in the womb of Sarah Connor.

Guide Kyle from a deadly future of bombed-out buildings, underground burrows and mechanical lifting machines to a past rife with crimea gangs, cops who don't understand, killers on every corner and finally—against the Terminator himself.



Take all the I-Ups you find, too! You need them. The Game gets very tough...very quick.

If you play Terminator CD through your stereo equipment, you are in for a real treat. The recording was mastered using QSoundSM, a new technique that widens the listening area to give you full three-dimensional impact

with only two speakers. When you fire Kyle's weapon, you'll hear the shot and the projectile hit in areas around you. This is quality beyond compact disc-based digital stereo.



One grenade will take out these metal arachnids. Just be sure you are back far enough when you throw, because the grenade will air over your enemy if you are too close.

On your way through you'll collect plenty of health bonuses, weapons power-ups and grenades. The background graphics have seeds of parallax scrolling. Kyle has amazingly realistic movements that are fully voice-scoped, created using the most recent Silicon Graphics technology. Just watching his trench coat flapping is a real treat. Terminator adds up as one of the best action titles on the Sega CD this year. Battering mechanized warriors has never been so much fun.



Duck behind the jeep and the hell copter won't even notice you.



Be careful when you clear out this big machine gun. You have the Terminator to contend with next.



At the end of level three, you'll find a big mechanical laser. You need it to open the right-hand wall by firing at you. Stay low and jump the blasts. Go right when he has opened a two- or three-shot hole.



This proximity alarm call's out the troops. Take it out quickly.



Dash and throw the Megaton to take out this Terminator.



Watch for targets to drop. When they crack and die.



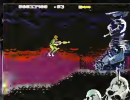
Grenades are your best offense against secrets like these. Keep a few in reserve.



Use air-blasts to restore a part of your life meter. You'll see when you find 'em, because you can't go back.



When these energy fields are orange, Kyle can pass through safely. When they have a white center bar, avoid them.



To take out level two's boss, fire constantly while hitting the Jump button. There are two target areas—one low and one high.



Don't bother shooting these airborne weapons platforms. Dash the high ones and jump the low ones.



Check all levels when you search through buildings. You'll usually find Grenades, First Aid boxes and powerful exotic weapons.

BRAM STOKER'S
Dracula

Dracula on the Sega CD challenges you to enter the Prince of Darkness' dangerous, eerie world...and The Next Level in video games. Dracula from Sony Imagesoft uses the high-tech graphics and sound advances of the CD well. This one-player game draws heavily from the feature film *Bram Stoker's Dracula*, with digitized intermission scenes and stereo soundtrack from the movie, computer-generated 3-D models using blueprints from the movie set and digitized live actor modeling for the main character, Jonathan Harker. Harker's life-like movements combined with the 3-D graphics add an exciting realism to Dracula. There are places in the game where the background rotates as Harker turns a corner. Dracula on the CD is some playing at its best.

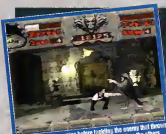
As the 19th-century vampire hunter Jonathan Harker, you will battle Dracula and his minions through seven spectacular levels. Ultimately, you must destroy Dracula and release your lady love, Lucy, who has joined the undead vampire world. You'll have to travel to Castle Dracula, a dangerous journey through a dark, eerie forest. Once you've traversed the forest, you enter Castle Dracula, where you battle evil of all shapes and sizes, including bog creatures, Dracula's mesmerizing brides and the Count himself — as a vampire bat. 3-D is used to good effect in Castle Dracula, the room rotates as you enter and exit. From the Gilded Cage, your quest continues to Hillingham Estate and Carfax Abbey, then on to the final battle with Dracula.

Defeating the Undead

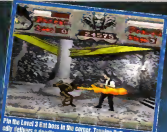
Harrier must rely on his wits and a combination of punches and kicks to defeat the undead. He has no weapons. He can jump forward, backward and straight upward. His punches are either a single punch or a one-two punch that can stun opponents. The speed of your attack when B determines the punishment you select. Harrier also has two kicks: the back button to execute a side, punt-like kick, but up the action quickly, and he'll deliver a vicious roundhouse.

Dracula delivers great arcade action, garning in a format that takes advantage of the CD's strengths, though the game's play controls could be a little tighter. With first-rate graphics and sound, Dracula on the CD shows you what is possible at The Next Level.





Kill off any other enemies before tackling the enemy that throws electric orbs. The orbs do less damage to you than the others can inflict.



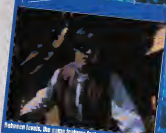
Pin the Level 3 Ent boss in the corner. Trapping Rattus II repeatedly delivers a deadly one-two combo.



Multiple roundhouse kicks will clear the way here.



Near the center of Level 3 the scene will freeze for a moment. When this happens, stop back immediately to avoid the giant swinging axe.



Between levels, the game features fantastic interview-style



Spicy jaws and punches are required to beat the tough Level 3 boss.

SEGA CD

ECCO THE DOLPHIN™

OVERVIEW

His intelligence is legendary. His agility and power, a unique blend of strength and grace. He is Ecco the Dolphin, Sega's most famous underwater mammal. His expanded one-player adventures on the Sega CD will delight dolphin lovers and gamers alike.

Ecco the Dolphin on the Sega CD introduces the use of 3-D sound for a gaming experience like no other. Because Ecco's underwater environment is a critical part of the game's beauty and challenge, Sega has added QSound™, 3-D stereo sound, to the musical score. When the Sega CD player is connected to two stereo speakers, QSound™ expands Ecco's environment into the room. This effect surrounds you with music and game sounds, immersing you in Ecco's underwater world. QSound, coupled with Ecco's complex game play and rich graphics, make Ecco the Dolphin a gaming experience all players will enjoy.

Echoes from the Deep

Ecco is a young bottlenose dolphin on a perilous quest across 33 massive levels to find his pod, mysteriously swept away in a vicious storm. This CD version features five new levels and adds a few surprises to the levels familiar to Genesis players.

Ecco's undersea adventures expose him to the beauty, mysteries and dangers of the deep. His aquatic quest will take him to sunken shipwrecks, the legendary city of Atlantis and to Deep Case, where it seems no air-breathing mammal can survive. You must rely on



This glyph will grant you the access you need to continue your quest. After sinking to it, you have only to find the correct route.



Echolocation lets you track your position in the deep sea. Hold down Button A until your sonar bounces back.



This sunken ship is hiding more than buried treasure.



Find the glyph that will grant you passage to parts of the ocean no mammal has traveled before.



Some glyphs are as intractable as mountains. If your sonar won't move the glyph, swim around until you find one that gives you the power you need.

Ecco's sonar to get information from sea creatures and mysterious crystal glyphs. Sharks and other deadly enemies cross your path often—and you must always remember that you need air to live.

Ecco the Dolphin is a rewarding and spectacular game. It has a press-word feature to let you save your progress; you won't finish this game in one day. Think like a dolphin, move like a dolphin and, with QSound, live in the dolphin's world. Ecco the Dolphin is one of a kind.



Some barriers are easily broken away. Button B gives you a quick burst of speed.



The slow-moving sea turtle serves a purpose for quick-witted dolphins. He looks big enough to use as a shield and heavy enough to drop like an anchor, no matter how strong the current.



In the Muck Trap stage, find the Power Glyph to the far left of the ocean floor. Ecco will become temporarily invincible.



Use your echolocation to find the glyphs hidden behind the rocks. You need their messages or their magic power.



The Library in the lost city of Atlantis has information you will find interesting. Find it.



Sing to the Shelled for his life-giving art.



The Barred has two special purposes. One use can save Ecco's life and the other will help him advance.

Think and Move Like a Dolphin



Press Button A to activate Ecco's sonar. Use sonar to get special messages from the crystal glyphs and other sea animals. Hold down Button A for a map showing Ecco's location.

Button B makes Ecco charge. Use this with the D-button to catch fish or to attack enemies.

Button C is Ecco's swim button. Press C repeatedly to build speed, then hold it down to maintain your speed.

Final Fight CD

OVERVIEW

Fighting fans, prepare! *Final Fight CD* from Sega is on its way. This hard-punching, face-kicking, two-player fightin' title features six solid levels of street-brawl action. Fresh from the arcades, *Final Fight CD* for the Sega CD has new stereo sounds, a new two-player simultaneous mode and new areas. Join Mike Haggar, his soon-to-be son-in-law Cody and his buddy Guy, as they clear out the Mad Gear Gang and rescue Mike's daughter Jessica. It's a fist-to-face frenzy!

You and a bud can choose between Haggar, Guy and Cody to head out and kick some Mad Gear booty. You'll bust your way through the Slums, the Subway Park, the West Side, an Industrial Area, Uptown and the Bay Area. There's a fantastic new feature, the Time Attack option, where you and a friend can vie for points in a

whole new stage and either work together or against each other in a timed, furious bout. The punch and kick combinations and back-breaking throws have never been better. This color-filled CD has a digital soundtrack that will rev your engine. *Final Fight CD* is definitely combat to praise.



Jump-kicks and throwing knives are most effective against knife-wielding bad guys.



Here's a winning strategy to beat the Samurai. Avoid the Samurai's dash-as, kick him in the head, and grab his sword. Repeat as necessary.



When taking on the Slim Boss, hang out by the door and take out the henchmen as they enter the level.



Collect points in the bonus rooms. If you enable it the feature on the Options screen, every hundred thousand will get you a Continue.



You'll find food throughout the game. It gives you a recharge on your energy bar. Use it strategically by waiting until you are low on energy before grabbing the snack.



When you're bowled over with Eddie and his like meter is running low, watch out. Briliels will soon be flying!



Sometimes, you'll find it most useful to use your enemies as a weapon. Test them at their kinkiest friends for great effect.



In this Sega CD explosive Time Attack area, decide in advance if you are going to work with or against your pal.



In many areas you'll find that just standing in the center and waiting away with the pipe will clear the area nicely.



Leaping kicks will floor your opponents each time they try to stand up.



In the last stage, the Bay Area, you'll go up against consecutive groups of each individual type of enemy. Remember how you beat them before and use the same strategy to beat them re again.



Just Review It



95¢ for the first minute, 75¢ for each additional minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone.

Messages subject to change without notice. Sega and Genesis are trademarks of Sega Enterprises Ltd. © 1993 Electronic Arts.

I'M B.O.B., AND THIS IS MY G.U.N.

I've got two years left on my warranty, but it won't cover half the grief I've got coming. Most of these hall crawlers don't know me from a toaster, but they still keep trying to cut my power in more ways than Dad ever warned me about. I've got some pretty awesome firepower, and I can dish out as much as I can take. But I gotta tell you, a guy can only bounce back from so much. If I don't get outta here fast, I'll have to change my name to Shish Ke-B.O.B.



I've added on so many tricked-out gadgets, I don't know which parts were factory original anymore.



I can get along with pretty much anybody, but if I have to I've got six flavors of firepower to clear the corridors.



With forty-five levels between me and the door, getting there will be half the fun.



ELECTRONIC ARTS®

Time to pick up your sword, dust off your spell book and jump into a land of myth and magic. Sega's new *Shining Force* is a grand, sweeping battle adventure against Dark Dragon and ultimate evil. This role-play blockbuster gives you direct control of more than 30 characters! *Shining Force* is a giant of a game with eight chapters filled with adventure, magic and science fiction.

You are a young swordsman-in-training in the village of Guardia. The Gate of the Ancients, which was sealed a thousand years ago, is in danger of being re-opened. Dark Dragon seeks a return to the world so he can again spread terror and evil. Guardia's historical task is guarding the Gate. The king has asked for a select group of highly skilled young warriors to undertake a dangerous mission. You are in charge of this group, known as the Shining Force. Your task? Fight Kane, leader of the armies of Rancestus, and prevent the return of the Dark Dragon. Good luck and good hunting.

Shining Force is broken up into eight different chapters starting with Rancestus Invasion. The interface makes it easy to exchange items, use magic, search for treasure and other items, and move your characters around at will, especially in towns. In combat, character movement is determined by status and the surrounding terrain.

A big change from typical role-playing fare is that when you lose your main player life—which can happen often if you're a beginning player—you keep your experience points and any new levels gained. This makes *Shining Force* a winner of a game for players of every skill range. Though strategic players will get farther faster, hack 'n slash players also eventually win by virtue of over-consuming strength and magical powers.

Terrific 3-D battle-scenes, stereo sound and highly technical RPG action round out the cart. The battles take place over a wealth of different scenic areas. Each region is shown in detail when you enter fighting scenes. You'll find many different power-ups in your travels—speed rings, resistance potions, power potions, shower of life spells and plenty of new weapons that can't be bought in the stores.

A Force of 30

Unlike most other RPGs, you begin with a ready-made group that joins you immediately at the start of the game. Your first adventures are Luke the Warrior, Ken the Knight, Tao the Apprentice Mage, the Ewen Archer Hans and Lowe the Priest. Their skills are diverse enough to get you through the first few battles without too many sudden deaths and resings from the dead. During the course of the game you'll collect over 30 different Knights, Mages, Priests, bows and other character types, each with different strengths and abilities both magical and non-magical. You can play these characters in any mix of 12, and change the mix when in towns.

You'll find that this game has more towns than a Hitchcock movie. Each time you think that you've got Kane and avoided the Dark Dragon's return, Kane will mysteriously slip through your fingertips! But keep at it. *Shining Force* is worth every minute.



Remember to visit the four as soon as possible upon completion of a battle. Have him raise any dead comrades before saving. If you end up in a surprise battle later, you'll have your whole force available to fight.



Learn to treat each battle differently. Sometimes it is better to split up your force into two or three distinct fronts. Other battles will be better fought as a single unified force.



Build your magic users' experience points as quickly as possible. They have very little defensive power and must increase levels to get it.



You can set different strengths of spells before letting them fly. Don't waste magic points by using a powerful spell on a weakened enemy.



Priests are more important as you gain in levels. Build them up as quickly as possible and they'll have greater magical abilities, and will be able to use them at a longer distance.

SHINING



Once your magic users gain additional levels of spells, they can target multiple enemies with each cast.



In chapter 2 you'll find some warriors who are *Wizards*. These winged warriors are really useful because they can go anywhere.



Once you have members of the Force past level 10, they can be promoted to a new character class. While you can do this right away, it is better to wait until your characters are at level 14 or 15, because the new class will be of level 1.



When you're stuck and can't seem to go any further, search everything again. Try other towns on the map. Look to everyone. There is a solution!



In the battle for Ahtorene, either fight with all the Force to the right side of the screen or take the far left path to Ahtorene. This way you won't have to deal with Snipers and Giant Bats while trapped on a bridge.



As soon as you are able, upgrade the weapons and strengths of those in your force who can attack from a distance.



When preparing for battle, let your priests hang back. They have little defensive power. Move them forward when you get the chance to let them finish off nearly killed enemies. This way, they'll get experience points not related to magic use and become stronger much more quickly.



This game gives you the chance to sell almost anything. When you are bogged down with useless items... sell, sell, sell.



At the Weapons Stores you can both buy and sell items. Try various items throughout your trip to see if they improve their stats and to verify that they can use them.



After each battle, visit Nema at headquarters and get advice. He'll tell you how best to proceed with the next fight.



Certain members of your force will have the ability to attack from a distance of two or three squares away from your enemies. Be sure not to place them in immediate proximity as they cannot attack adjacent squares and can't defend themselves very well.



Don't forget to hatch the Drowning Egg. Once you have Drowning, he can fly over walls and work some pretty amazing magic. For instance, the Desoul spell, which pulls the soul out of living enemies, makes them expire immediately.



Push this cart, too. It makes someone greedy, but you'll also find treasure.



After a character has been attacked, try him with weapons that may have been previously available. The result could be a much stronger character.



You'll collect lots of magic users. Use them all on your team. It's worth the time to raise them to reasonable levels. With a team that's half mages and half warriors, you have real fighting magic!



One of the most strategic decisions you'll make is deciding among the 30-plus characters that you will eventually have available for battles. Check their stats carefully and don't hesitate to replace a member who is consistently a problem.



When you've won the battle at Atheron, talk to the King. He'll tell you to pull the dragon's head ornament on the wall in the castle. A secret passage will open under the waterfall.



Put your strongest fighters up against enemies using magic. Magic users generally don't have much in the way of defense and you can kill them quickly with a powerful fighter.

Rindo

1. Headquarters
2. Weapon Shop
3. This sign announces what is to happen at this empty lot
4. The Theater
5. Prison
6. The mayor's home
7. An inventor and his steam suit
8. Item shop
9. Supply room: Find the treasure chest
10. The mayor's shop



Gantz (a knight in a steam-powered suit) joins your party fairly early. This guy is worth having as a member of your Shining Force. He can take amazing non-magical punishment. Make his levels as quickly as possible and he'll help you a great deal.

Alterone Castle - Lower Level

1. Meet the Alterone King here
2. Alterone Dungeon (jail)
3. Friar

4. Secret passage; will be revealed after meeting Gup
5. Treasure Room

After you've explored the town, you'll end up in Alterone's jail. Save with the helpful Friar you'll meet in jail and then search the prison cell very carefully. Someone will arrive to help you get out via a secret passage.

Alterone Village

1. Headquarters
2. Item Shop
3. Weapon Shop
4. Friar
5. Cart: Push towards girl at 6.
6. Girl w/new dress: She will push you in the water and you will drift to 7.
7. Treasure Chest
8. Underground Treasure Room
9. Underground Treasure Room
10. Treasure Room
11. Alterone Castle



Search the entire village before talking to whomever you are supposed to (in this case, the king of Alterone). That way if you end up in a battle, you've already gathered what you need from the towns. In this town avoid the king until you've talked with everyone else, done your shopping and saved. Don't forget to re-explore the village upon winning the battle.

Cool SPOT™

MORE

OVERVIEW

Last month *Sega Visions* gave you an eye-popping review of Virgin's *Cool SPOT*, one of the best titles to come down the Genesis road this year.

With its awesome graphics, pumping music and edge-of-your-seat game play, *Cool SPOT* has become a cool standard in the hippest gaming circles.

Those of you who have played *Cool SPOT* know just how massive each of the 11 levels really is. With complicated twists, turns and obstacles...and working against the clock...making progress is a challenge worthy of the sharpest gamers. The object is pretty simple: Free your SPOT buddies from

the black-and-white checked cap ture cages of Wicked Will, a collector of rare stuff. Before you can free your friends, you must collect a certain number of Cool SPOTS. And you must do it before time is up. This is no Casper Milquetoast game.

Return of the Monster Maps!

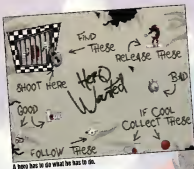
The big question is...so how do you get through these really tough levels? Simple. You read the maps. What we have here are three of the toughest levels of the game, laid out in a style that will give you a solid idea of what to do, where to go and how to get there. The

rest—making leaps with split-second timing, blowing enemies with bursts of T-UP, and dodging and moving with skill that would make a ninja proud—is up to you! And do you really think we'd give you all the hints and tips? NOT! We're just pointing the way. Send us your hints and tips so we can let the world know just how good a *Cool SPOT* player you really are.

Toying Around

These toy shelves are filled with robots straight out of *Lost in Space*. It takes a lot of T-UP to blast 'em. Chomping teeth and red laser beamlines round out the enemy list. This *monster-like* level will really put you to the test.





Go SPOT Go



O Button moves SPOT around. Press O button to make SPOT duck. Press O button plus the Fire Button to make SPOT Kick 7-UP bursts in all eight directions.

Button A: Jump or Fire
Button B: Jump or Fire
Button C: Jump or Fire
Buttons A, B and C can be configured to be the Fire and Jump buttons in the Option Screen
Start Button: Pause

1. Start Here. 2. Not only is the room messy, but tacky too. 3. Climb this ladder to pile up SPOT damages. 4. Hidden treasures lurk behind boxes. 5. Grip and clean...no catfishes! 6. Raise the flag at these boxes too. 7. Get behind these boxes. The reward is worth it. 8. Look on back. Play on this ladder for a double dose of Sincara. 9. You'll find wind-up toys waiting for an ambush here. 10. Search here for hidden treasure. 11. This rolling ball takes a lot of fixing. Save some strongest places. 12. This is the last flag. From here on, you are on your own. 13. Don't pass up lock to free SPOT's friend from Wicked Wif's cage. 14. SPOT another flag? Raise it high! 15. Detestments pop up in the SPOT boxes just because you have enough to go for the cage. So far the bonus level! 16. Fliz the lock to free SPOT's friend from Wicked Wif's cage.

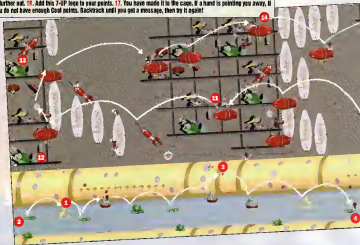


Locomotive

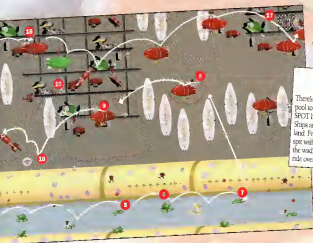
Take a ride on the Virgin Express. Desperado puppets will try to block your way. Pretend you're Clint Eastwood, make it to the c-hoose, and then take to the seas. Your SPOT string is waiting.



1. Start here. 2. Jump left, tizz the froggles and move on. 3. 7-UP loops will add to your SPOTs. 4. If it's green, tizz it! 5. Frogs sit outside the wading pool as well. 6. Look before you leap. 7. Follow same bubbles up to think saucers and balloons. 8. Have a glass of 7-UP to restore your strength. What else would SPOT drink? 9. This is a good time to raise a flag. 10. Bouncing bubbles pop SPOT higher. 11. Bombing biplanes keep things hot in the skies. 12. Look for a timer to turn back the clock. 13. Find a loop...get more points. 14. Someone say flag? Raise it high, SPOT! 15. If you think you're stuck, just look up, down or a little further out. 16. Add this 7-UP loop to your points. 17. You have made it to the cage. If a hand is pointing you away, it means you do not have enough Cool points. Backtrack until you get a message, then try it again!



1. Your ride starts here. 2. There's a 7-UP bonus on the cow catcher. 3. Some railroad cars have valuable loot to avoid fire from the bandits. 5. There's loot behind that there locomotive. Watch for the minicargo car to find a 7-UP Glass...and full strength. 7. Some large balloons hide surprises. 8. Stick to the 9. Make the time to avoid a lengthy engine ride...if you don't make it the first time. 10. A glass of 1 may leave a little lost behind when you fizz them away. 12. Time for fireworks. Turn back the clock here blimps. 14. Treasure, treasure, everywhere! 15. Flying saucers will give you a LUL. 16. Raise this second column of 7-UPs will add up. 18. Then bandits soon to be everywhere! 18. This glass of 7-UP is... 21. Unless you are pressed for time, the timer isn't worth from captivity with a fizz in the lock.



Wading Around

There's nothing like a dip in the pool to cool you off. But splash SPOT here and you lose a little! Ships and fly pods are safe places to land. Frogs don't like red and can spot with uncanny accuracy. Cross the wading pool and you'll take a ride over water on the red blimps.



Use precision weapons like the combat choppers.



The Hovercraft can chase the terrorists on land and sea. Blast these powerboats with missile fire. They're carrying deadly plutonium shipments.



Your briefing at the White House is interrupted by the news of a terrorist attack on the city. First stop—protect the National Monuments.



Press Start to bring up the intelligence map, which details the location of targets and supplies, briefs you on your mission, and tracks your ammo supply and armor level. Use the map frequently to track your position.



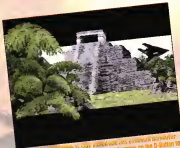
Rescue WMD RIB, the best co-opt in the business, at the Snow Fortress prison compound. Watch out for multiple fire from the Guard Towers.



You track the bad guys on the run to the River Bank. Preserve, activate the Stealth bomber at the jungle airstrip (under the large) to help you wreck their weapons capabilities and deny fields.

OVERVIEW

Jungle Strike is Electronic Arts' answer to action/simulation fans who hoped for a sequel to match EA's popular *Desert Strike*. Jam-packed with a big 16 meg of realistic combat action and exciting military muscle, *Jungle Strike* is billed the sequel to *Desert Strike*, and it takes its legacy seriously. *Jungle Strike* boasts arcade-quality scrolling play fields and booming digital sound. The game play is intense, with nine huge, complex missions you have to complete and four different military vehicles you have to master.



Use the D-pad to move the camera to any point on the map, except for the top-right corner. Use the Left and Right arrows on the D-button to rotate the camera. Use the Up and Down arrows to change your altitude, enabling you to fly under obstacles.



In your last mission, Washington, D.C., is under heavy siege. Your first job is to escort the President's Air Force One chopper out of the city. Neutralize the incoming opposition until it's safely away.



Knap out the training camp's radar screen by blasting the mobile radar trucks. Hit the tanks guarding them first, though — these tin cans can rip you to shreds in seconds.



Clear the streets of the capital of enemy firepower, then hunt down the escaping Madman and Drug Lord. Another threat will soon erupt: TB-wheelers loaded with nuclear weapons are bearing down on the White House!



Then isn't your grandparents' RV and the ways mankind hasn't evolved of sight-seers. The terrorists' Heavy Armored RV (HARV) has deadly firepower to back up its nearly impenetrable armor. Shower them with missiles before they dust the Washington Monument.



Track the Drug Lord to his warehouse villa. Then slay him with precision: be alert to the subterranean tanks lurking about the perimeter. Watch your vehicles around the mountain peaks.



Penetrate the mountain airstrip and destroy the runway and the enemy Stealth Fighters. Keep a close eye out for attack helicopters and mobile cannons. Hit them first — and hard!



The Drug Lord has some nasty tricks up his sleeve, like hidden intercontinental missiles. Destroy them at the Depot. Beware of roving helicopters.



In the Night Strike mission, you fly by the seat of your pants until your missile fire lights up the jungle night. Pick up flare-throwing POWs. Beware of roving attack helicopters.



Rescue the captured nuclear scientists hiding in the terrorists' prison pits. Pick them up and return them to the landing zone.



Swoop low and maintain fast to hit tanks, armor vehicles, guess while avoiding crashing into these non-looking pits. With some fancy flying you will be able to find the best way the now of Extra Lives behind the extra large Death's Heads.

Revenge is the name of the game — and Ibn Kibsha, the son of the Desert Madman, will stop at nothing to avenge his father's death, including blowing up Washington, D.C. His vengeful quest is aided by Drug Lord Carlos Ortega. Their plans to bring the West to its knees will chill your blood, but then you're the only fighter pilot cold-blooded enough to take them on single-handed.

Against All Odds

Your mission is to stop the terrorists before they assemble and deploy a nuclear bomb to erase Washington, D.C., from the map. You will fly nine hard-hitting campaigns and cover more than 50 missions. From the terrorist-infested streets of Washington, D.C., your campaigns take you down into dangerous jungle mountains, across oceans and rivers, and atop snow-capped peaks. You'll search for captive scientists, drug labs and plutonium caches. You'll launch massive land and air assaults on American cities and attempt to rescue Vice President D.C., from terrorist siege.

Your military machinery and firepower are up to the match for the terrorists' armaments will be successfully competing in your state-of-the-art Airplane Attack Chopper, but you'll command an Attack Hovercraft, F-117A Nighthawk Stealth Fighter and Special Forces "Snake" Assault Motorcycle during three campaigns. All vehicles are heavily armed with massive Hellfire and rapid-fire Hydra missiles, Bombs, Water Mines, Land Mines, Chain Gun or Machine Gun.

Jungle Strike's complex missions, heavy combat action, realistic digital sound and first-rate graphics make for a sensational game. Action/adventure fans, enlist for Jungle Strike today.

MIG-29

FIGHTER PILOT

OVERVIEW

With the fall of the Iron Curtain, Russia's hottest and most formidable multi-role fighter, the Mig-29, now falls into your hands. Mig-29 Fighter Pilot, from Domark, will give flight/battle sim fans their fill of combat-heavy action and precision flying. And the use of polygon graphics makes for blazing speed as you zoom through the game's three-dimensional terrain. Gamers who are technically inclined know that polygon graphics provide the fastest scene changes for first-person games. By breaking scenes down into collections of polygons, the computer can manipulate them at a faster rate, making for greater speeds without loss of detail.

You are in charge of spearheading NATO forces against General Hissouz, leader of a Middle Eastern state called Sasuar. Hissouz has invaded Sasuar, an oil-rich principality and now controls 25 percent of the world's oil supply.

You'll fly a series of intense combat missions to liberate Sasuar. But first get your feet wet with *Training Missions*. Once you're in full control of the Mig-29's awesome firepower and maneuverability, you're ready to head east...and into your first dangerous mission.

Mission: Impossible

Your missions will take you into deadly enemy airspace as you take out the Genesis communications system, over treacherous waters to

rescue a captured sub and directly into occupied territory to establish a staging post on Hissouz's airfield. Complete your fourth mission—code-named Operation Iron Hand—and you're almost home. But don't phone the folks yet. 31 SCUD missiles stand between you and success. Some of the SCUDs don't appear on your radar, so be sure you have enough cannon and rockets to handle them. Your final mission is to decommission the Genesis nuclear reactor before it begins producing nuclear warheads. Your target skills must be right on the money—or the world will pay the price. Destroy the main building next to the reactor and you may cause a breach in the containment wall, releasing radioactive materials or even causing a nuclear explosion. Not a wise move!

TOTAL WAR EMPHATICALLY FORCES GAMERS TO USE ALL AVAILABLE WEAPONS TO WIN THE BATTLE.



Tailor your weapons selection toward your mission requirements. If attacking ground targets, stock up on air-to-surface missiles and rockets.



Having difficulty landing your Mig-29? Use the Autoland option for a picture-perfect landing.



Make sure the target indicator is red before firing a guided weapon. Your chances of a hit increase to 90 percent.



If you need help with aerial refueling, select the Auto Refuel option.



Spot the sub during Operation Iron Sea-Sprite will cost you. The bays are your targets.



Dispose of air and land threats when you get an enemy missile launch message. They will divert enemy missiles.



Use different view options to scan areas around you for enemy targets.



Wiping out perimeter defenses before destroying your primary target will ensure you don't get caught in a deadly gunfight.



Four afterburners will get you out of trouble in a hurry. But if you don't watch your fuel gauge, they will get you back into trouble just as quickly.



Flares and rockets make good land markers when you're trying to pinpoint a target.

TOP: MIG-29 COCKPIT; BOTTOM LEFT: MIG-29 IN FLIGHT; BOTTOM RIGHT: MIG-29 IN FLIGHT; BOTTOM: MIG-29 IN FLIGHT



Attack land air with simulators to the air, which attacking ground targets. You wouldn't want to run into a building after you've saved your safety from ground targets.



Push the road for speed? Pop the simulators, release the brakes, then push back on the stick at about 400 mph.



Fly the Training Mission to practice your dogfighting and ground attack skills. It will be your training. The control panel is the top left of the screen and correct you.



S-200 missiles reflect during wars on ground targets... especially ones that are undetected by radar.



For obvious to your ground commander during the mission briefings. Certain mission objectives must be met for you to go to the next level.



To select a weapon, hold the B button down, then use the D-button to highlight the weapon you want. To select targets, tap the B button until the target you want is highlighted by the indicator box.



Make sure your brakes are all during take off. The X indicates D1 and the check mark indicates D1. Remember to retract your landing gear once you're airborne.



For your AS-7 and AS-8 missiles on ground targets. The AS-7 are short-range surface-to-air missiles; the AS-8 will take out longer range targets.

You can only reload and land at friendly airfields.

Just Review It

F-15 STRIKE EAGLE

OVERVIEW

F-15 Strike Eagle II by Micro Prose is a flight/battle simulation that puts you behind the stick of America's most radical jet fighter, the F-15 Eagle. Starting as a second lieutenant, you must fly six detailed combat missions in areas ranging from Libya to Europe, destroying targets like Nuclear Power Plants, Enemy Bases and Patrol Boats. Your F-15 Eagle fighter is armed to the teeth with Sidewinder, AMRAAM and Maverick Missiles, as well as Cannon. And you'll need them all, because the skies ahead are filled with the deadliest fighters in the world, from the Russian Su-27 Flanker to the French Mirage F-1. You'll even go wing-to-wing against American fighters such as the F-4 Phantom and the F-8 Tiger...in enemy hands, of course!



If enemy missiles lock on to you, you will hear a constant high tone. Disengage a decoy (chaff and flares) to fool the missiles and keep them from homing in on your tail.



With afterburners on, your F-15 can reach speeds approaching Mach 2.5. While this is great for evading enemy fighters or getting to a target quickly, this uses up lots of fuel. Keep an eye on your fuel gauge.



If the odds are overwhelming and your aircraft is being forced to Swiss cheese, don't be afraid to eject. It's better to survive and fight another day than to go down in flames.



You can land at friendly Bases and Carriers to replenish ammo/fuel and have your aircraft repaired.

For information on all the latest software, visit our website at www.mprose.com

F-15 Strike Eagle II has four difficulty levels—Rookie, Pilot, Veteran and Ace—to accommodate all skill levels. Options allow you to customize the game to your playing style. The game features the Heads-Up-Display (HUD) of an F-15, complete with radar target grids and a lock-on key that will give you white lock-ones. It plays equally well for those who like to fire a missile, then jink to safety, or for those daredevils who like to ride an enemy's exhaust with cannon blazing.

The realism of this combat sim is increased by ground attacks from fixed and mobile surface-to-air missiles. If a missile locks onto your fighter, wait until the last second to use your chaff or flares,

since if one missile finds you, more follow. Multiple lock-ons tend to be the rule. While waiting until the last second to take evasive maneuvers is risky, it's necessary since your chaff and flares only stay active for a short period of time. You cannot see another until the decoy has burned out.

Quickly respond reflexes, as well as the ability to keep cool under pressure, are a must for survival. If you survive, there are medals and prizes up in your future. If you die, you just might get a job as a desk jockey F-15 Strike Eagle II is a challenging game that will leave your palms sweating and heart racing. So put on a light suit and come soar with the Eagles, if you dare.



Press Before A and the B-Ejector Up at the same time to kick in the afterburners for a quick takeoff or to outrun an enemy fighter.



Your Cannon is effective against both ground and air targets. Just remember that it has a short range.



Well until the horizon inside indicator is red to increase your chance of a kill.



After hitting your Primary and Secondary Targets, destroy any other enemy targets you can find for extra points.



Use Sidewinder Missiles on enemy fighters that are close and AMRAAM Missiles on those farther away.



After an intense dogfight, access the map to pinpoint your present location in reference to the nearest friendly base.



Take out the toughest opponents first when facing several types of enemy fighters such as the Su-27, MiG-25 and MiG-29. It may make you die a little earlier.



The radar sits in the Sky 14:26 block story should be destroyed as soon as possible, since it can direct enemy fighters to your location.



Use the game interface to check enemy targets. Most can only be seen through missile launchers.



When attacking a Game World, such as Moscow, mission is more challenging. Layla is the guest, Kerec is the host.



Travel low and fast to avoid enemy radar. Just be sure to watch your altitude. The ground can come up and kill fast.



Keep an eye on your fuel when approaching a ground target. You may end up with a gas tank of enemy fighters behind you and a shower of gasolene and missiles heading towards your tailpipe.



Keep in mind, if you destroy a Surface to Air Missile Battery as your way to a target, you won't have to face it on your way home.



Use the rear and side-view mirrors to check for enemy fighters behind you.



After destroying a target, don't hang around to shoot. Where there's a fire, there's sure to be more. Get to the Primary and Secondary Targets. If you have little resources, then shoot them why the F-16 appears again.

PUGGY

OVERVIEW

If you're tired of swinging swords, rescuing princesses, fighting dragons and casting spells, you'll want to take note of *Puggy* by Psygnosis. This comic action cart is always fun, often hilarious and offers solid challenges for action and puzzle/maze gamers alike. *Puggy* features crisp, colorful graphics, wonderful music and great sound effects. It even has a special Junior level for younger gamers.

The star of the game is Puggy, an alien who has had his spaceship stolen by mecoots. The masked bandits have taken his ship to Radanta as a trophy for their ruler Puggys's fun-filled quest takes place over 51 levels, through 17 locations. Defeat the five World Guardians and you get to battle the final Guardian for your ride home.

Each level of *Puggy* is a puzzle. Most levels contain what are called "events." These take the form of switches, locks, ropes, cannons, etc. and are activated by using one

of the objects Puggy can pick up and use. Event/object combinations can be as simple as a key in a lock or as complex as setting multiple switches.

Some situations can only be solved by getting your enemies to help! In the *Pyramids*, for example, Puggy must get the enemy character to follow him and solve the puzzle. Each of the locations, such as the Beach, Splinter Town and Star Fall Lake, contain multiple levels that get progressively more challenging.



Use objects to scale obstacles you can't leap over.



Use objects to activate levers.



Go left and pick up two barrels — one of a time is needed. Stack them slightly to the right of where you started the level. Jump on the barrels to be able to reach the area above you.



Replace the back to exit.



A beam of treasure awaits you.



Use a combination of the fan and bouncy ball to bounce out of the pit.



Use the balloons to float and get the sneakers. Air Puggys?



Gems bounce higher than bouncy balls.



Levers must be set correctly to proceed.



Just Review It



Rubber Duck, you're the one.



Items can be hidden in holes.



The shield will give you instant
and unbreakability.



Throw the axe to break the
support.



Peggy is a lightweight alone. You'll
need some extra weight.



You'll need the shield to get past the
boss.

Pick up the gun (Button G) and
shoot (Button A) the zombies as
you move to the right. You will
come to a wall. Let the gun (D-Button
Up), then Jump (Button C). The
gun should get caught on the lip of
the rock face. Push the D-Button
down and you will pull yourself up
the edge.

He's a bug-eyed teen-age android with antennae instead of ears, a gun to rival Rambo... and a major teen-age problem. He crashed his space-age wheels on Planet Goth and his blind date's waiting. Life in the next century doesn't get any easier if you're B.O.B.

BO.B., from Electronic Arts, is 51 more-blue levels of laser-blaster, flame-dropper, fan that takes the teen android from the subterranean depths of Goth to the outer reaches of Ultraworld in search of a new set of wheels so he can make his date on time. B.O.B.'s search is hampered by a motley menagerie of space creatures, monsters and machines, including Floating Mines, Scout Monsters and giant Potato Heads. In each level, B.O.B. must find the teleporter that will transport him to the next level. Each level is timed, including the boss levels. After all, his date's not going to wait all night!

B.O.B.'s gun is an awesome arsenal-in-one. It carries ammo of varying firepower, from Single-shot (the weakest) to the powerful Wave. Or you can save your ammo and switch to the Punch, a large fist for hand-to-hand combat.

Remote Control

B.O.B. also has a supply of supergadgets called remotes that help him out of jams. Remotes include the Trampoline, the Shield, a force field, and the Helicopter Hat, which makes B.O.B. airborne. B.O.B. can switch ammo and

remotes from the inventory screen or the play screen. To switch ammo on the fly, hold down Button A, then press Button B to scroll. To switch remotes, hold Button C and press Button B.

B.O.B. senses your funny bone as much as it tests your skills. The excellent graphics depict B.O.B. as a melted B.L.O.E. or as incandescent metal-disk if you let his power bar or time run out. But B.O.B.'s sense of humor shines through even when something bad happens to him: The password feature lets you save your progress during the game. With so many levels and spiky monsters, B.O.B. spells big-time FUN.



Pick up all the bonus remotes you can in the early levels. Your max is nine of each. This bonus to the right of the transporter in Level 1 adds three Ballpoint Pens to your arsenal.

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Monarches are power-ups. This one's on the second platform by the ladder. First you'll have to take out the Robot



Leaping below you look will scramble B.O.B.'s circuits and cause hits to his power bar.



Some ammo is more effective than others. Single-shot ammo is the least effective; the Wave will wipe out everything. Save your heavy-duty ammo for the later levels.



Enliven your arsenal with bonus ammo. Pick up this Triple-shot bonus as soon as you enter Level 2. It's on the far right ledge.



Switch your ammo to the Wane when losing crawling creeples like this Crab and Crawling Bug. It's killer has spray.

Just Rev



Can't match the Flame-thrower bonus? The Trampoline remote will boost B.O.B.'s bounce. Press Button C to use the remote.



Watch out for the invisible laser beams. It will sap your power bar in seconds.



B.O.B. picks up a set of space-ops wheels in Level 7. Stay away from the high-voltage areas or your joystick will soon be your last ride.



Find the rechargers and B.O.B. can get a quick pick-up. To find this one in Level 3, take the elevator to the bottom floor and go left.

B.O.B.'s awesome military rivals Roms. Your ammo choices include a Flame-thrower, Rocket, Wave and even a Punch for some hand-to-hand combat. Button A selects the armor. Button C selects the remote.



B.O.B. becomes a dancer 'Tad when he finds the swirling orange teleporter. To, defeat your data's waiting!



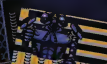
A new solid state with Single-shot armor or two good hits with the Wave will destroy the Level 9 boss. Don't miss the Triple-shot and Rocket bonuses by the platform to the left.



B.O.B.'s a pretty versatile android... he can climb and shoot at the same time. Take out the Ceiling Cannon 'cause it's where you want to be.



This boss has to be destroyed in stages. First, shoot the giant fists that are trying to crush you. Next, direct into the head will take out the body and head. Don't miss out on the bonus above that pops up.



ROCKET KNIGHT ADVENTURES



OVERVIEW

It's a bird! It's a plane! It's a... rocket-propelled opossum? The latest video game super hero to blast off on your Genesis is a little guy who brings new meaning to "playin' possum." Sparkster, star of Konami's action/adventure game *Rocket Knight Adventures*, is a space-age opossum with a long tail that he can swing on, a mighty sword he uses Ninja-style and the coolest mode of rocket-propelled travel ever.

Sparkster's cool moves are his trademark. Holding down and then releasing the Attack Button unleashes Sparkster's spinning slash attack. This move is guaranteed to wipe enemies off the screen. Sparkster's super rocket blast jets him across chasms, into treecops and out of trouble in a jiffy. To blast off, just hold down the Attack Button until the energy bar flashes, then press the D-Button. Release the Attack Button and the Rocket Knight becomes the Rocket Jet!

Rocket Knight Adventures propels you into the Kingdom of Zebulous, a magical land whose weather—and destiny—are controlled by the Pig Sor, a computer satellite. The Pig Sor is secured by a key whose location is known only by King Zebulous and his daughter, the Princess Sparkster, the most heroic of the Rocket Knights, zips across the land with his jet pack, safeguarding the key from Asle Gear, the Black Knight.



They're ugly, they're green and they travel in packs...



...but these giant parameopers are no match for the Rocket Knight's super move. Hold the Attack Button down, then release it to unleash this maneuver that will send the bad guys crying for their mammaes.

As you fly through the treecops, you'll find a secret treasure chest. It's a good idea to keep it safe, because it's the only way to get the key to the castle.

A Kingdom in Peril

Asle has kidnapped the Princess Sparkster. You must free her before she reveals the key's location... but it won't be easy, even for a Rocket Knight.

Rocket Knight Adventures takes place across eight big stages and more than 30 levels. From the Forest, where Sparkster's adventure begins, the powerful possum burrows through the dangerous Caves, then rockets skyward to the Air Battleship and on to the Ensign Capital City. Before he can free the Princess, Sparkster must battle hordes of parameopers and futuristic metallic monsters that do everything from hurling spiked balls to shooting laser beams.

Rocket Knight Adventures is a well-crafted game. Much work went into the development of Sparkster as a super hero who's really just a regular dude when the jet pack comes off. The game has two difficulty levels to challenge all levels of players. *Rocket Knight Adventures* will soon have you "playin' possum," too.



When you weary of fighting bad guys, grab an apple to replenish your life line. This one is at the top of the last tree before the wall in Stage 1.



Bananas are perfect possum food. Grab 'em to restore your life line before you fight the baddies who locked the castle.



Don't let Ratchet Knight's suit of armor become the oven he's baked in. Time the fireballs, stay low when they're spawning, then rocket outta there as soon as the fire lets up.



This guy takes a good many hits to render him useless. You can't heal the little spiky critters, so go after the red one.



The only way out of this sticky situation is to blast straight across or diagonally to the next vine.



Blast to this ledge at the far right of the undersea caverns to find out what the bat is guarding. Bananas will restore your waning life line.



Low-hanging spikes make this roller coaster ride deadly fun. Deck your head.



Use your super move to shoot straight up. This will clear the track.



The force field protects this green goon from your sword. It takes two to play baseball, so bat the balls back at him. Be careful: Some of the balls will go straight up, then land on you.



Keep blasting forward to the next pole. Slide up and down the poles to avoid the barrels. Keep in mind that the barrels are coming from somewhere.



Batter 'em! Knock five of those guys into the metal meow below and he's ready for the junk pile. Time your hits so the ball is just above him before you shoot.



Get set for some fancy flying and fighting all through this stage. First you'll dodge a barrage of rockets, then face these green goons. Sweep at their helmets, not the ballfists.



Tox: Getting places is never a problem for the Ratchet Knight. Hold the Attack Button until Sparkster's energy meter flashes, press D-Button the direction you want to go, then release the Attack Button to catapult the little guy into the air...and over the wall. He even rebounds off things!

Ceeder: Pick up Jet pack fuel and become a Rocket Jack! Take these ballas out with a single hit, but watch out for the bouncing balls.

Beltore: This guy's not as tough as he is annoying. Stay in the middle to avoid his spikes, then wait away in his nose. And remember: The bigger they are...the bigger the mess they make when they fall.

RBI '93 BASEBALL

OVERVIEW

The 1993 baseball season is here, and Tengen is ready to put you behind the plate, on the mound and in the outfield with the latest, greatest game in the RBI series, *RBI '93*. With an eye on graphics, game play and an ear on sound, Tengen has made some timely revisions to put you into a better baseball seat.

One of the most noticeable changes in *RBI '93* is the roster of 26 major-league teams, including the Atlanta Braves and the San Francisco Giants, complete with 1992 stats. You can play as either of the Eastern or Western League teams from 1976 to 1991 and the African teams from 1989 to 1992. Newer MLB stats are also displayed on your quarter-season fully animated, color-coded TV and video screen to reflect your hitting stats. With the new game, you'll enjoy your old-fashioned, daydreaming team. This improved version lets you alter any team and reorganize it—from changing the roster to a complete roster trade—to create your own dream team from the bottom up.

On top of *RBI '93*, you have noticed, is the game play itself. The more left-leaning, swinging *RBI '93* can make it as with better times, put the ability to turn off the music and play the game with just sound effects. Graphic additions include a new hit zone framing that shows the results of the game, a screen for each team's batting stats, runs, hits and errors, and a screen for each pitcher's

stats at the end of the game. You can even check out the team batting average to see how your players did as a group.

RBI '93 is built on the new Home Run Derby engine. The new Defense Practice screen works as your batting skills, the automatic pitching, angled field in which players can't steal any their base-out skills.

RBI '93 is a good baseball game, but it's also a good game for experienced gamers alike.



When your pitcher is in the right area to catch the ball, he will raise his arms. In the Easy Level you will also see an "X" appear where the ball is going to land.



Be sure not to hit the batter or he gets a free hit.



Watch your pitcher for follow-up. If he is reaching hard or his pitcher's speed is decreasing, bring in a relief pitcher.



After an out, be sure you hit up before advancing to the next base. One man per out turn will show you out if you are not careful.



If you replace a player with another who is not together with the position, there is a greater chance of a fielding error.



If you want a run and have a strike or third, lay down a bunt. At the same time, send your runner from third base to home. This is a Secret Strategy. Chances are your batter will be thrown out if first and your runner will make it across the plate.



By tapping the A button once, the batter will cover his hit for a pitcher out of a strike. This is best against a fastball pitcher.



It's essential to practice your batting. To line for a hit, push the D button in the vicinity of the ball. It could help you win a game.



If you have a runner on base, put him in motion and watch your brother swing for it and Run Play. This tactic will help you avoid double plays.



Just Review It



Each time you win a battle for a world, this fellow will randomly choose the next world of conquest, depending on your prowess in the last. He'll also give you additional powers, if you rule them.



Be very careful about using Plagues, as they can backfire if a Walker comes to your region carrying the plague.



Lightning strikes are a stocking way to decapitate arcas.



Before calling an Annagoddon, be sure that your forces outnumber your opponent's or you'll lose automatically.



When using earthquakes, be sure that none of your people are in a vertical line from the starting point. It wouldn't help you much to destroy your own populace.



When you start a big fire the wheels are apt to move it around. Make sure there is a lot of distance between it and your drive people, or you'll end up having too hot of a time.



If your opponent uses a Volcanic Eruption against you, you must plant greenery to make the land habitable again.

GENESIS

WRATH OF THE GODS™

OVERVIEW

Ever wonder what it's like to be a god? Turn on your Genesis and find out. Welcome to the real-time simulation game to end all others. *Wrath of the Gods*, the vastly popular PC title, comes to the Genesis from Virgin Games as a one-player title. Create disasters and battle other gods in this world-breaking game of conquest and carnage. Thousands of worlds and a password save will keep you playing *Wrath of the Gods* again and again. It'll do your ego good.

The basic storyline is a battle between good and evil (you can take either side). It's you against other deities in a battle for multiple world domination. Starting with small groups of people, populace and evolve worlds, all the while using your powers to stop your computer opponents from doing the same. When you feel that you have the edge, call up an Annagoddon and all the world's population will travel to the center for a battle to the death. Each world you take will add increased powers to your godlike repertoire.

You'll be able to design your deity persona from scratch. Good or evil, warlike or wise—it's all up to you. You'll increase the level and expense of your talents as you

conquer worlds. Divine Intervention effects are spectacular: Create firestorms, plagues, waterposits and earthquakes to wreak havoc on your opponent's populace. There are plenty of options, from computer assistance to different world views. You'll even be able to set up a computer against computer battle and sit back to watch the action—a good way to learn this complex game. The Conquest Game option has a thousand different worlds, randomly chosen depending on your prowess in the previous contest. As you get good at whipping your opponents, choose the Custom Game option and create your own scenario. Master Wrath of the Gods, and you'll have earned the title "World Breaker/World Maker."

GENESIS

THOMAS THE TANK ENGINE & FRIENDS

OVERVIEW

Got a kid brother or sister ready to take a turn at your Genesis? If fast-moving Sonic makes the little dude's head spin, introduce him to Thomas the Tank Engine and Friends. This fun game from T-HQ, Inc. offers a cool mix of entertainment and education for the kindergarten crowd and young school-age kids. Thomas the Tank Engine and Friends is featured in the popular children's TV series *Shining Time Station*, starring Thomas and his trainyard of chromium cronies, Toby, Percy, Duck and James.

You're the engineer steering the game play. You can choose your train engine from the different types and colors available. You can play the Game mode, which tests kid-level memory skills by giving you different tasks to complete, such as finding certain cars carrying different loads and taking them to a specific station. Or challenge the other engines in The

Race mode, or just chug around town in Lapdog mode. Another fun feature lets you create your own engine!

Thomas the Tank Engine and Friends scores high marks for its successful blending of fun, instruction and challenge. The only problem you may have will be getting your Genesis back from your kid brother or sister.



Plans are filed, so when you find one of the cars you need, latch onto it. You can always unclamp it after you find the other cars and put them all in the correct order later.



Forget what you're looking for or where you're supposed to take it? Press Button C for a quick reminder.



Make up for lost time by pressing the big blue buttons. You'll zip along faster for a limited time.



The Game mode gives you a choice of tasks, each of varying difficulty. Sir Topham Hatt tells you what you're looking for and any special instructions.



Watch for the Conductors! They will stop you dead in your tracks...costing you valuable seconds. Other time detriments are trains crossing the track and dirt on the track. Route around them.



Open up the gravel car by pressing Button A. Load onto the other car, then back into the gravel car to re-stitch it. Two down, one to go!



Earn points by pressing all the small buttons and chugging over potholes like pie slices, candy and ice cream cones.



Never seen a blue tank engine? Paint Thomas and his friends according to the picture shows...or unleash your creativity.

[Important things to do:]

SAVE THE PLANET.

SAVE THE WHALES.

**SAVE \$50 ON
A GAME GEAR[™] SUPER
SONIC SPORTS PACK.[™]**



WILL CO
METOT
HENEK
ELVER

Buy the Super Sonic Sports Pack and you'll get a color portable Sega Game Gear, a Deluxe Carry-All case, and two hot games—Sonic the Hedgehog[™] 2 and The Major's Pro Baseball[™]. Buy it for Father's Day. Buy it for graduation. Just buy it and you'll save \$50. Hey, maybe you could use that money to help save some humpback. Then again, maybe you could buy Streets of Rage[™] 2. It's your dough.



SEGA
GAME GEAR

Just Review It

OVERVIEW

For centuries, he has stalked his unsuspecting victims in guises of every form. He can be anything from a wisp of a shadow to a wolf-like beast. Long the stuff of dark legend, Dracula rises again from the realm of the undead...for you to meet and beat on the Game Gear. *Dracula* is a very colorful, fast-paced title from Sony Imagesoft that will keep action-game addicts rooted in their seats until the sun goes down.

Ticket to Transylvania, Please

Dracula has cast his spell up your lovely old Mine. With a little derring and skill you, as Jonathan Harker, will traverse the dangerous pathways to save her from joining the undead. Only you can put an end to Dracula's blood-thirsty madness. To succeed, you must meet the Prince of Darkness and his hideous minions on his own turf. Dracula takes you deep into the Transylvanian darkness through seven levels that begin with a journey through Transylvania, continue through Dracula's Castle, the Effingham Estate Mansion, and the creepy Coffin Abbey Crypt, then return you to Transylvania and Dracula's Castle. Each level has a Day and Night stage.

You're armed with a sword to start, but can acquire new weapons and power-ups by finding the Pick-up boxes. These are boxes with question marks that are located throughout the game. Some of the bizarrest weapons you'll find are: the Sticks, which are good for disabling fast foes; the curved iron flail, which is good for beating a foe on the ground; and Double

Sticks, which have twice the impact on your target. Power-ups include items that recharge your energy, coins, diamonds, 4-Ups, Continue Credits and Clock potent, again added bonus, each level has a score bonus that you can find and plunder.

For warning: When you take on Dracula, be prepared for a serious challenge. This title up to Transylvania won't be a small up the park.



Work on finding your sword swing. The sword is designed for hitting your foe up close.



Don't forget that Jonathan can look down to check things out.



You can fall through some platforms by jumping, then hitting button 2 and Down at the same time.



Search the Bayview Stages for secret rooms. Each has at least one.



Don't open the Pick-up Box until you are ready to leap to get the contents.



If you already have the Double Kick, Single Kick or Axe, avoid the Torch.



Be cautious when opening a Pick-up box if there is an enemy above it. You must leap to get the contents, and are liable to get hit.



Get up on the shell and move to the deep left. Hit this guy right twice. He's history.



The gray platforms can either take you for a ride or a fall. Use them carefully.



When a ghost pops up, wait for him to be fully visible before throwing the flail.



To throw switches, jump up directly in front of them.



To fight the Level 2 boss, move to the right side of the room and attack. When he mauls at you, then the wait, then attack for a moment and jump the first ball. Watch for weapon pick-ups to scroll upward when you get low on shots. Twenty big hits will do him in.



Pick-up Boxes can be used as stepping stones. Be sure there's nothing above them that you wish to reach before opening. Once opened, you cannot stand on them.



These skulls sometimes float Jon with flames. Proceed with caution.



You can't harm this boss. Stay out of its way for seven passes and it will leave of its own accord.



These lanterns on the floor will light if you touch them. They mark a Castline spot. If you die and have any lives left, you will Castline from the last lamp touched.



Fled Dr. Van Helsing in each Daytime stage and he'll open additional paths in the next Nighttime zone.



Push Buttons 1 and 2 simultaneously, and Jon will do a Jumping Slush.



The moving platforms aren't safety zones. Enemies will crop up. Get them before they get you.



BRAM STOKER'S Dracula

TENGEN WORLD CUP SOCCER



OVERVIEW

Soccer is the most popular game in the world. It's only natural that you should be able to play it anywhere, including on your Game Gear. Tengen World Cup Soccer captures the play and feel of world-class soccer in a solid one-player or two-player Gear-to-Gear contest of speed and skill. In Tengen World Cup Soccer you'll find action, a variety of teams and the ability to go head to head with a bud.

Tengen World Cup Soccer gives you the choice of 21 international teams and four play options to flavor the mix. Solo play includes the Exhibition Game, which lets you play a single game, as well as the World Cup, which pits your team against 20 other hopefuls in a quest for the world's most elusive and coveted sports prize. When you need a breather, switch to Watch mode, and kick back while the computer kids in and plays itself. Or choose Link Game and challenge a bud in a Gear-to-Gear contest.

Choose from several offensive and defensive formations to set

up your team. The teams have equal, but different, strengths. Some — like Italy — are strong offensively while others, such as Germany, are built in defense and goal-tending. Tengen World Cup Soccer delivers lots of passing and slicing defensive action.

Line up your team for the opening move. Tengen World Cup Soccer is a lock:

When shooting at the goal, press Up and Down on the D-Button for left and right shots after kicking.



It's the goalie's turn to show 'em his stuff when the ball goes outside the field to the rear of the goal. Use the D-Button and Button 1 to kick.



Try running with the ball rather than passing at the start.



Stay off the buttons when your goalie's blocking the net. Though you don't control your goalie's defensive moves, the opposition seems to score more if you are tapping a button during a shot on goal.



When you kick the ball out of bounds within your own zone, the opposing team gets a corner kick. You'll get the ball after this was.



When the other team has the ball, slide your player into it and take it away for a quick shot.



Passing is critical to advancing the ball. Practice! Practice! Practice!



Point the cursor in the direction you want the goalie to throw.



Battle is impossible to hit from the front but easily deflected from behind. Jump over him as he begins his dash and attack from the rear. Three hits end the Pan Sword is yours.



Hide under the lower left branch and attack this boss as he comes out the bottom door.



In the cliff area, the pirates on barrels take two hits. Time them carefully, because these guys close in on Pan quickly.



In the Waterfall region, fly right until low on fairy dust, then see Timb for more and repeat. The opening on the far right is your exit.



When swimming in the Lagoon, stay to the left and duck the fish coming from the right.



Avoid the Boomerangs, which seem to home in on Pan, and hit the Pirate boss three times.



This guy is tough! There's no special way to beat him, except move quickly and attack without being hit. Timing is important.



Flying in the Neverland Forest calls for frequent stops at Timb for fairy dust and for avoiding balloons.



Ever forward. Move toward the prow of this ship for your fight with Hook.



After you've jumped the Captain's Hook three times and tagged him three times, you are halfway there. The rest of the fight is straight sword battles.



OVERVIEW

For those of you who'll never grow up, Hook from Sony Imagesoft will brighten your ageless childhood. This fast-paced action game follows on the heels of the hot Sega CD and Genesis versions and follows the storyline of the blockbuster movie. You are an adult Peter, many years after your adventures in Neverland. You may have forgotten about your fun times there, but Captain Hook has not. He's ventured from Neverland to kidnap your children. You have two missions ahead of you: Convince the Lost Boys of your abilities as Pan and rescue your children from the pointy hand of Captain Hook.

The game takes you from the Neverland Forest to the Ice Area, the Lagoon and eventually to the Pirate Ship and final battle with Capt. Hook. You run this single-player cart with three boys and a sword. Along the way you can collect fairy dust (for flying) from your pal Timber Bell, the Pan Sword, which shoots at a distance, and lots of different types of items that restore your life meter and give you extra bonus points.

While the game is fairly difficult and best-suited to gamers who like tough challenges, Hook does have unlimited continues that let you repeat unbeaten stages until you get them right. The translation to Game Gear is superb. Even as a stickler for terrific game play and bonus tunes, Hook Game Gear is a blast. Take on the pointy jaw of the infamous Captain Hook. We dare you.

JEOPARDY!



OVERVIEW

Feel like testing your knowledge of trivia? *Jeopardy!* for the Game Gear will let you take on the *Jeopardy!* TV game show challenge. This two-player, non gear-to-gear title from Gametek is a nice change of pace from other types of games. Its format crosses all age groups. *Jeopardy!* offers fun — and a little friendly competition — for the whole family. It features digitized graphics from the show, Alex Trebek hosting, the memorable theme music and a wide selection of categories to test your smarts.

Jeopardy poses answers to questions in six different categories and five different dollar amounts. To win, you must provide the correct question to an answer in a given category. As the dollar amount increases in a category, the answers become more difficult. When you know the correct question to an answer, you spell out your response by using the D-Pad to highlight letters of the alphabet. While this can be a little tedious, the 60-second timer keeps you on your toes and the game moving along. *Jeopardy!* also features the popular Daily Double squares, where you have the chance to double your money if you have the correct response, and Final Jeopardy where you get to bet all your hard-earned bucks on one question — and walk away a winner flush with cash... or with 100 cases of dog food.

With more than 400 categories to choose from, *Jeopardy!* offers everyone an opportunity to win. The game provides a fun format to escape from other gaming fare and discover a challenge of a different nature.



Tap the D-Buttons to ring in after you've read the answer. In a two-player game, your opponent will use Button 1 or 2.



You choose your favorite category from the main *Jeopardy!* category screen.



You can double your risk or your profit on the Daily Double. If you're behind, this is a great chance to get caught up.



Alex Trebek leads your game show.



When no one gets the correct answer, Alex will set you straight.



You have 60 seconds to input your response by moving the cursor through the field of letters and numbers. Work quickly.



The show's digitized graphics and theme music will be familiar to *Jeopardy!* fans.



The second half of the game is Double Jeopardy. Your dollar amounts double but so do your losses if you mess up. Careful here.



You only have a few seconds to ring in when an answer is given. If the category is one that you know really well, ring in automatically... otherwise read the answer first.



Execute a crushing Pinstrip during a Steel Cage Match and your opponent will think twice about getting up. When he's laid down in the canvas, climb up the side of the cage and jump down.



Move outside the ring to regain energy when you get low. Just be careful, because if you are outside for a full 10-second, you'll be counted out.

WRESTLEMANIA STEEL CAGE CHALLENGE



Don't forget to watch the energy meter in a Tag Team Match. Use the stronger of your two players and let the other restore his energy.



PowerSlam your opponent into the mat when he least expects it. After he bounces off the ropes and is charging towards you, push Buttons 1 and 2 simultaneously. Time this move right and his charge will fail flat.



The Clothesline is particularly effective... and painful. Execute it by running, then hitting Button 2 when you're close to your target.



© 1995 WWF Inc. World Wrestling Federation and WrestleMania are registered trademarks of Championship Inc. © 1995 Nintendo, Inc. All other names, trademarks, and logos are trademarks of their respective owners. All other names, trademarks, and logos are trademarks of their respective owners.



Use three- and four-move doubles to quickly drop your opponent to his knees.

Take on the baddest of the bad in WWF Steel Cage Challenge from Flying Edge. This one-player sports action title puts you into the dreaded steel cage as any of the top 10 wrestlers on the circuit. WWF Steel Cage Challenge has all the canvas-pounding moves you crave from the world's top wrestlers. You can choose between Tag Team or Individual competition, plus decide where you want to do battle. If the Roped Ring is too tame, challenge your opponent in the Steel Cage.

Enter the ring or the steel cage as your favorite WWF superstar — Randy Savage, Hulk Hogan, Bret Hart, Tatanka, Rick Flair, Shawn Michaels, Irwin R. Shyster, The Undertaker, Ted Dibiase or Papa Shango — in an Individual or Tag Team match. The muscle moves are WWF supreme. Mix up your choice of headbutts, slams, throws, punches, kicks, elbow drops and aerial attacks like the Flying Clothesline, Flying Dropkick and the Flying Elbow Drop. Climb to the turnbuckle using the D-Pad, then hit Button 1 to floor your opponent with a vicious Flying Elbow Drop. Mastery of the moves is essential to keep your opponent eating canvas. The controls are straightforward and easy to master. The challenge comes in combining moves to counter your competitor's bias — and often sneaky — attacks.

If you stay up late or wake up early to watch your favorite wrestling superstars, this Game Gear title will fit your style. WWF Steel Cage Challenge is a portable Wrestlefest for WWF fans who can't get enough.



Use all areas of the ring. The Flying Dropkick is tough to counter.



When your opponent is down and his energy is low, Staring at him to finish him off.

INTRODUCING



THE NEW
GO!
SPOT





Hot graphics!



Cool moves!



Out of control fun!



Score at the beach!



11 hardcore levels!



6 Bonus rounds!



High energy music!



Wipe out sound effects!



Action you can sink your teeth into!



**"THIS IS ONE OF THE BEST
SEGA CARTS WE'VE SEEN
THIS YEAR! IT'S GOT IT ALL-
EYE-POPPING GRAPHICS,
PUMPING MUSIC AND
EDGE-OF-YOUR-SEAT GAME-
PLAY. COOL SPOT REALLY
QUENCHES THE THIRST
FOR FUN AND WHITE-
KNUCKLE ACTION!"**

SEGA VISIONS
MAGAZINE



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SONIC THE HEDGEHOG

IN

MEET ME AT
THE CORNER OF
HEDGEHOG & VINE!

PART I

YOU'VE RUINED MY
EVIL SCHEMES FOR
THE LAST TIME!

YANK!

HA!

SNAP!

ZIP!

MICHAEL
GALLAGHER
WRITER

DAVE
MANAK
PENCILER

BILL
WHITE
INKER

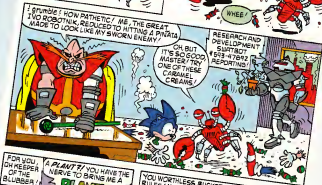
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YOSHIDA
LETTERER

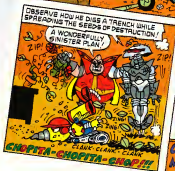
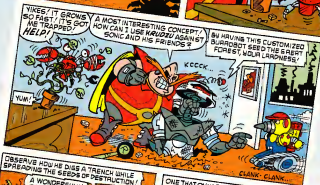
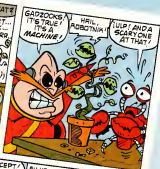
LYRAN
NAMELESS
COLORIST

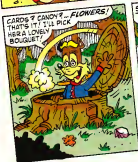
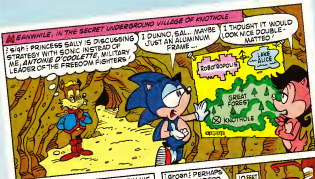
DARYL
EDELMAN
EDITOR
SUPREME

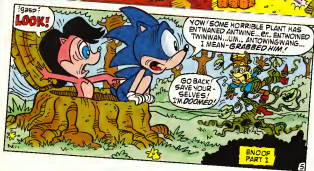
RICHARD
GOLDWATER
EDITOR
IN CHIEF

SPECIAL THANKS TO BOB HARRIS AND SUSAN REYES AT SEGA OF AMERICA









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GAMES ON TAP

Imagine having access to an entire library of video games straight off your cable 24 hours a day. Sound like science-fiction? Well, read on. Starting with a test market in Fall '93, cable viewers will be able to subscribe to The Sega Channel, a game player's dream come true. The Sega Channel will offer subscribers an extraordinary value—a well-stocked and constantly updated library of the hottest top-quality games. You won't even have to take your slippers off to try out new games—they'll be downloaded directly to your Genesis.

Sega has teamed up with Time Warner Entertainment Company (the world's leading media company) and Telecommunications Inc. (the world's largest cable company) to bring avid gamers the latest in interactive technology. For a low monthly fee (currently estimated at \$10-\$15 per month), Sega Channel subscribers will be able to choose from a wide selection of popular games,

previews, soon-to-be-released titles, game play tips, news, contests and information about exciting new promotions.

As a subscriber you'll get a special tuner/decoder cartridge that plugs into the Sega Genesis cartridge slot and attaches to the television cable. A menu on the TV screen will allow you to select any game,

preview or other program material. Your selected game is available in minutes, and plays just like the cartridge version. As long as your unit is turned on, you'll have unlimited play of the game of your choice. Now you'll be able to "preview" games in your library before

spending your hard-earned allowance on the packaged version.

You're probably wondering how the Sega Channel will affect car sales. The answer is, in just the same way that radio increases music sales. You know how it is when you hear a hot new song and you just have to have the CD? Well, just like a particular song sells more copies after receiving "radio air play"—particular games will increase sales with "cable TV play." With the Sega Channel everyone benefits—Sega gets a great new forum to show off products and gamers get a sampling of new games and promotion information—allowing them to make the most informed purchasing decision ever. (Which is important when you think about that hard-earned allowance we mentioned earlier.)

Artistic representation of TV screen.



GET CHERRYIFIED

Warning: The Sega™ So Blasts Off



Get ready for the cherry Coke®/Sega™ Sonic Shuttle coming to your cherry Coke and exciting prizes. You'll also get to play the latest Sega

ATLANTA, BALTIMORE, BOSTON, CHICAGO, DALLAS, DETROIT,
NEW ORLEANS, NEW YORK, NORFOLK, PHILADELPHIA, PHOENIX,
SAN FRANCISCO/OAKLAND, SEATTLE, SYRACUSE/ALBANY AND

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Cherry Coke®/ Sonic™ Shuttle This Summer.



WELCOME TO THE NEXT LEVEL.™

neighborhood this summer. You'll get a chance to Get Cherryfied with free video games, featuring Sonic The Hedgehog.™ The 1993 Summer Tour:

GRAND RAPIDS/LANSING, INDIANAPOLIS, LOUISVILLE, MIAMI,
PORTLAND, RICHMOND, ST. LOUIS, SALT LAKE CITY,
WASHINGTON, D.C. To find out when, call 1-800-SUN-SEGA

Not all video games are created equal. Some are inspired by movies; others by comic books, board games, books and even records. We all know that the Batman and Superman games were inspired by the blockbuster movies (which were in turn inspired by the comic books that have long been a part of American culture).

BEHIND THE SCENES

But not everybody knows the history of two of Sega's recent hits: Chakan and Greendog. Each of these titles has a uniquely different background, and a story worth telling. Let's visit the creators of these games and take a look behind the scenes.

CHAKAN: THE FOREVER MAN

Chakan started as a character from a comicbook series called Thundermaxx, published by RAK graphics in Alton, Ohio. The character's "dark" edge immediately drew a following and quickly became RAK's most popular character. We recently had the opportunity to talk with Robert Kraus, the creator of Chakan, and Ed Annunziata, the producer of the Chakan Genesis game. Here is what they had to say about this dark and unusual character.

How did the character come about?

KRAUS: I drew a picture in my sketchbook of a cowboy-looking character that looked like a cross between a zombie and Clint Eastwood. I liked it and from there I made up the story of Chakan: The Forever Man.

Where did the background from the character come from?

KRAUS: I grew up in land of a tough neighborhood. Some of the violence in the comicbook characters is based on things that I had seen growing up. But I'm not a violent person by nature.

How did you become involved with SEGA?

KRAUS: I met Ed Annunziata a few years ago at the Gen Con gaming convention. He expressed interest in the Chakan character. We kept in touch over the next few months and eventually came to an agreement about making a game based on the character.

What are your thoughts on the finished game?

KRAUS: I couldn't believe how lifelike the character was. It was amazing how they captured the spirit and the character of the comic. I really enjoyed it.

What got you interested in Chakan?

ED: His face. Then I learned the story. I liked the fact that he was a reluctant super hero. He didn't do things for the good of doing them, he did them because he had to.

You were the "champion" at this character from the start. How did you convince SEGA to do the game?

ED: Persistence.

How long was Chakan in development?

ED: About a year and a half.

How were you able to capture the essence of the character?

ED: While at Gen Con (a role-playing convention) the idea of his movements came to me. I figured out the controls and mechanics and most of them were implemented.

What are your thoughts on the finished game?

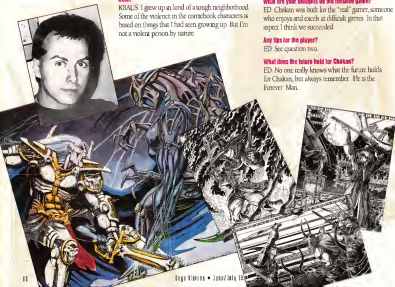
ED: Chakan was built for the "real" gamer, someone who enjoys and excels at difficult games. In that aspect, I think we succeeded.

Any tips for the player?

ED: See question two.

What does the future hold for Chakan?

ED: No one really knows what the future holds for Chakan, but always remember. He is the Forever Man.



GREENDOG: THE BEACHED SURFER DUDE

Ric Green spent his teen-age years on the beaches and trails of Southern California, doing things that average teen-agers do. He surfed, skated, skateboarded, rode dirt bikes and anything else that was totally radical. It was from this time in Ric's life that Greendog emerged. We recently talked to Ric Green, the creator of Greendog, and Michael Latham, the producer for the Greendog Genesis game. They both gave us some insight into this unique character's background.

How did the Greendog character come about?

RIC: I picked up the nickname in junior high school. The character is like a caricature of myself.

Was there a lot of interest in the character?

RIC: Yeah, the character has since become the basis for the Genesis and Game Gear games and soon there will be a fully animated movie, bad shorts and a board game.

How did SEGA become involved with Greendog?

RIC: I went to Sega and presented the character to them. After focus-testing it, they decided that he would make a good character for a video game.

What are your thoughts on the finished game?

RIC: It's great! The different levels make it really interesting and challenging. In fact I wouldn't be able to beat the game without the cheat codes.

What does the future hold for Greendog?

RIC: Like I said earlier the Greendog animated movie will be out next year. In the meantime I am coming out with a line of T-shirts, action figures, an outdoor water board game and a lot of cool water toys.

Any advice for aspiring character designers?

RIC: Go for it, Dude!!

What was your involvement with the Greendog product?

MIKE: I was both the producer and designer. As the designer I had to come up with the storyline, play mechanics and basic level layouts. Greendog was a real group effort with constant feedback from Sega. Intensive and the Sega test department. The test department was especially helpful in the "tuning" of the product.

How long was Greendog in development?

MIKE: Greendog took about a year to develop. The first three months were spent on prototypes, especially the various vehicles Greendog rides. Also we spent a lot of time figuring out how we could get digital-quality backgrounds to fit into a 4-meg cartridge.

The character seems very well-animated. Was there a lot of emphasis placed on his animation?

MIKE: Greendog was a real challenge due to his physical structure. The game's artists Maureen Kringsen and Doug Nishimura worked hard to capture his quirky looks. In doing so they created one of the largest main player characters to appear in a 4-meg cartridge.

They also created a unique look that hadn't been done on the Genesis before. They did this by placing cartoon-like characters onto photo-realistic backgrounds. Thanks to Maureen, who is one of the industry's best artists, the look worked and we were able to get 8.5 megs of game data into a 4-meg cartridge.

What makes Greendog such an interesting character?

MIKE: He represents the average teen-ager, with a cool but slightly awkward look. Unlike most of the violent or cute characters, Greendog can walk the middle line. He isn't violent, but can defend himself if pushed. Ultimately I see him as the protector of pop culture. Whatever our users are into, Greendog can do in his games. Imagine Greendog bungee jumping, dirt-bike racing or jet skiing.

Any tips for the players?

MIKE: The biggest tip is to take your time and enjoy the game. We created Greendog to be a challenge, while still wearable by any player. Here are three codes for players who might still need help.

Slow motion mode on
Pause, then press Down, A, C,
Up, Left, Left

Slow motion mode off
Pause, then press Left, Right, Up,
Down, A, C

Three Frisbees
Pause, then press C, A, R, A, Left,
Left



SEGA Visionaries

WANNA SCORE BIG? You could win an official-not-for-sale-anywhere-totally-stupendous FREE Sega Visionaries T-shirt if your name is mentioned in the Sega Visionaries section. So take a close look at what fellow Sega Visionaries are saying about games, hints/tips and top scores. Also be sure to check out the next contest — you wouldn't want to miss seeing your own name in print, would you?



Tips and Hints

Road Rash 2 — Genesis

Here is a code for Road Rash 2 from Electronic Arts

On the title screen push up on the D pad, hold down buttons A and C then press start. This will give you an awesome bike, the Wild Thing 2000, which goes 250 mph and has flames to boot. Also here are some passwords to get into the 2nd and 3rd levels with the bike.

Level 2: DGEZ ZVEM

Level 3: DCHB ZDDB

Memuth Pesek, Fremont, CA

Toe Jam & Earl — Genesis

Here's how to get one extra life and fill up your energy at any time in the game

Play until you get on inner tube, rocket shakes or icarus wings. Next fall back to Level One and open a present with any one of the three items. Fly, skate or float to the bottom left corner of the screen to the island and fall through the center of the island. You will be at Level Zero. Now go to the innermost island and drink the innermost. Then go to the hot tub and jump in. It will fill up your life. Fall off the edge and you will be transported to the highest level you have been on during the game.

Bridy Kelly, Jasper, IN

CHUCK ROCK — Game Gear

Level 2: ZS99M

Level 3: MNGEZ

Level 4: BLAKC

Natalie Colley, Oxford, NJ



Joe Montana '93 — Genesis

All 28 Super Sunday Passwords —

I found a code that will enable you to be whatever team you want in the Super Bowl

- B — ATLANTA
- C — BUFFALO
- D — CINCINNATI
- E — CINCINNATI
- F — CLEVELAND
- G — DALLAS
- H — DENVER
- J — DETROIT
- L — GREEN BAY
- M — MINNEAPOLIS
- N — KANSAS CITY
- P — INDIANAPOLIS
- Q — LOS ANGELES — RAIDERS
- R — LOS ANGELES — RAMS
- S — MIAMI
- T — MINNESOTA
- V — NEW ORLEANS
- W — NEW ENGLAND
- X — NEW YORK GIANTS
- Y — NEW YORK JETS
- Z — PHILADELPHIA

- 0 — PHOENIX
- 1 — PITTSBURGH
- 2 — SAN DIEGO
- 3 — SEATTLE
- 4 — SAN FRANCISCO
- 5 — TAMPA BAY
- 6 — WASHINGTON

First in the password mode enter one letter or number at the team you want.

23 Finish the code with this: TGYT97HJL
(Example: with Houston — PTGYT97HJL)

Kyle LaBeth, Richmond, TX

Sonic the Hedgehog 2 - Genesis

Here's the best method to become Super Sonic

First play a normal one-player episode, get 50 rings and go to a Star Post. Get the Chaos Emerald and then pass level. When you get to the Star Screen select Options and select any player. Get 50 more rings and head back to the Star Post. You'll automatically have saved your first emerald and will be on the second special stage. Repeat this pattern until you have all seven emeralds. If you want to get Super Sonic, just get 50 rings afterwards.

Nathan Bernhorn, Roseville, CA



GREENDOG - Genesis

There is a secret room on the first Arctic map. Before the first pedal cooler level, while jumping over the springs that run you to spikes on the ceiling, ride the last spring and pull right. You will travel through the spikes and find three treasure chests worth 10000 points. To get down just walk left.

Eric Csorogadi, Hillsborough, CA

Ecco the Dolphin - Genesis

If you get stuck on Dark Water (level 18) here's the solution: When you reach the Asterite, bend your brown colored globe (it might be any colored globe, but I did the brown ones) then when you're transported back to another times square to the Asterite, then swim by his globe.

Peter Ownby (no address)

Codes for Ecco the Dolphin - Genesis

Jurassic Beach
Paranoid Pond
Triskite Circle
City of Forever
The Tube
The Last Fight

MOEGWGD
JMKFCHS
ZINWCHH
QETSWCY
BGAPJAE
DKPWDAH

Ryan Tracy, Midland Park, NJ



New Sega Visionaries Challenge

YOU'RE NOT GOING TO BELIEVE THIS CHALLENGE, but we know you're gonna love it. We're looking for a fresh new Sega Visionaries mascot, and we want something totally new and completely cool. (Actually, the "Sega" part needs to stay the same — that's our corporate logo — it's the "Visionaries" part that you can help redesign.) So come on all you graffiti artists, here's your chance to go legit. Start with the corporate "Sega" part and give it some "Visionaries". Send us your creations to

Sega Visionaries Mascot Challenge
P.O. Box 3889
Redwood City, CA 94064

(Please don't forget to include your address and phone number.) Hold! You wanna know if there is a prize? Don't be ridiculous, of course there's a prize — but it's a SLUGPINE. Maybe the prize is our sincere thanks and eternal gratitude — maybe not. You'll see.

Top Scores of Favorite Games

Mega Sega Visionary Kudos to

HIGH SCORER

TOP SCORE

Paul Peasley/Seattle, WA — age 22
Evander Holyfield Boxing - Genesis

\$243,530,770

Jimmy A. Potard/Norby, WV — age 14
Festasia - Genesis

809,810

John Fleming/Bethesda, MD — age 8
Sonic the Hedgehog 2 - Genesis

183,520

TOTALLY SONIC

Where Sonic the Hedgehog fans can check out the latest and greatest in super Sonic gear. From now on we'll be bringing you the newest Sonic goodies coming to stores near you. We think you'll see something for just about every age group, from the very young, to the over 30 crowd. (Rumor has it the President of Sega wears Sonic slippers...we heard he wears them with his Sonic pajamas, and brushes his teeth with his Sonic toothbrush before he goes to bed.) You won't believe some of the items coming to stores - like Sonic Turbo Road Challenge, Sonic Headphones, sleeping bags and walkie-talkies. It's a world gone Sonic.

Trading Cards and Stickers

If you collect trading cards, you're going to want to get into the latest from the Topps Company - Sonic trading cards. The entire set is a collection of 33 different two-color cards, and 33 four-color stickers, as well as six chase cards. Each package contains four cards and four stickers. If you're like us, you're going to want to get the entire set.

Available September.

Sonic Video Game Gloves

And with the Same Video Game Gloves, you can now keep Sonic close at hand while you play your favorite game. The padded thumb and leather palm design will soon have you playing as fast as Sonic.

You can also use the Video Game Gloves for bicycling, skateboarding, surfing or any activity that requires the use of a short-fingered glove.

The Gloves are available in Sonic Blue, Neon Green, Neon Yellow, Pink and Orange. Sizes range from the pre-schoolers just picking up the game to your parents collecting with a game after work.

Available now where video games are sold.

Board Games and Puzzles

This collection of four different games puzzles from Milton Bradley should keep your kids and brother or sister busy while you bottle and brother or sister. Each of the four releases on the Genesis. The puzzles are made of 60 pieces. The puzzles are designed for ages 4 and up.

If your kid brother or sister is a little older (6 or older), then you may want to try your hand at the new Sonic board game. Two to four players can participate

in this game where you get to move Sonic around Mobius by throwing dice.

Available at toy stores.

ESTES/High Flier Kites

On the other hand, you could always tell your kid brother to Go Fly a Kite. And you could go fly one with him. Two styles are available: a 30" Plastic Delta kite with a picture of Sonic, and a 51" Sky Flier kite, also with a picture of Sonic.

Available now at toy stores.



Sonic Remote Controlled Vehicle

Miles's Sonic the Hedgehog R/C vehicle is a 1/25th scale model with working headlights and a working motor that not only goes fast, but can also make fast spin turns and super wheelies.

Included is a transmitter that operates just like a game controller. Requires four AAA's and one 9-volt battery.

Available June at toy stores.



Tomy Sonic Pinball

It may not be as big as the pinball machines in arcades, but because it features Sonic, it's bound to be as much fun. We're talking about the Super Sonic Pinball, with double-action locking flippers and the evil Dr. Robotnik's wicked warning machines. And don't forget Cooper, who can't wait for you to fail. Lights, sounds and an advanced play strategy makes Super Sonic fun for Sonic fans of all ages. Requires two C and two D batteries.

Available this Fall.



Sonic Underwear

If you want to have Sonic close to you at all times, then Fruit of the Loom® may have the answer to your prayers. Their Fungles® boys' briefs feature the red-as-velvet superstar traveling at supersonic speeds through the Green Hill Zone of Planet Mobius.

Each package of Fungles® contains three briefs sporting the same design, but trimmed in a different color: red, royal blue and navy. Fungles® briefs are made of soft, preshrunk 100% cotton and are available in sizes 2, 4, 6 and 8.

Available in September at discount department stores.



LCD Hand-Held Video Game

Tiger Electronics has introduced a hand-held Sonic game, featuring six stages of fast Sonic action. Just like he does in the Genesis and Game Gear versions, Sonic can do the Super Spin Attack, and pick up powerups like the Power Sausage for supersonic burst of speed. And you get to battle Robotnik at the end of each stage. Can you handle it?

Available at toy stores.



Tomy Sonic Mountain Maze

Conquer the evil Dr. Robotnik's Mountain Maze and help Sonic save his friends! Can you take the perilous path all the way to the very top of the mountain before your time runs out? It's a great game of skill and daring — but what else would you expect from the one and only Sonic the Hedgehog? Requires one D battery.

Available this Fall.

A cartoon illustration of a Howard Johnson's building. The building has a red-tiled roof, arched windows, and a sign that reads "HOWARD JOHNSON". A large, stylized white splash or wave is in the foreground, partially obscuring the building. The background is a solid yellow color with some black lines suggesting a bright light or sun.



Marine, Wildlife & Landscapes

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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Fast Takes

Games in this section are rated on a hundred-point scale on each of five categories: Graphics, Sound & Music, Play Controls, Depth & Challenge, and Overall Fun. These ratings are based on the intensive testing and evaluation carried out by our reviewers and game consultants. Ratings are interpreted as follows:

RATING	
EXCELLENT	90-100
VERY GOOD	75-79
GOOD	60-69
FAIR	50-59
POOR	BELOW 50

Genesis

LaRussa Baseball

With options galore, this baseball title tries to be all things to all players. You can play a single exhibition game, resume a saved game, play an entire season or create your own. All Star teams. You can



choose to be your team's manager, with or without control of the players, and take it all the way to the Pennant and the World Series.

On the other hand, while this full-featured cut impressed us with its multitude of features and



options, it failed to keep us entertained and involved. Maybe it was the muffled voices or the frustrating game play due to the sluggish players.

By Electronic Arts	
Category: Sports	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	63
SOUND/MUSIC	61
CONTROLS/GAME PLAY	50
DEPTH & CHALLENGE	70
OVERALL FUN	55

Genesis

Hook



You wake up in Neverland, surrounded by the Lost Boys. From the sound of their chanting, it looks like you caught them at a bad time. Before you can embark on your adventure, you have to run the gauntlet and prove that you are indeed the Pias. Lose a fight, and you revert to your stock-broker alter ego.



With the exception of the sound and music, the Genesis version of the Sega CD hit (see last issue of Sega Visions) is every bit as good as the original. Ten big levels take you through a variety of adventures as you try to find your (Pian) children and destroy the evils that Hook left behind.

By Sony Imagesoft	
Category: Action/Adventure	
Players: Single	
RATING	
GRAPHICS	70
SOUND/MUSIC	51
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	64
OVERALL FUN	63

Genesis

King of the Monsters

Earth has been taken over by super monsters who think nothing of marching on a skyscraper for breakfast. You, O Gargantuan One, are one of them. Your job is to punch out the other monsters, while ignoring the puny Earthlings that are being crushed under your scaly feet. You can choose to play as Astro Guy, Geon, Rocky or Beetle Mania.



Your battles take place over four different locations: Megaport, Castle City, Dragon City, with the final showdown in Tokyo. You can also choose from four difficulty levels: Easy, Normal, Hard and Mania.



Although we found the game fairly easy to beat, we thought the two-player mode was fun.

By Takara	
Category: Action/Adventure	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	70
SOUND/MUSIC	65
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	58
OVERALL FUN	65

Genesis

Bulls vs Blazers



If you're new to basketball games, this latest title from EA is a good one to start with. But if you've played Lakers v Celtics, Lakers v Bulls or Team USA Basketball, you'll probably find this to be new here. With the same basic engine as the others, and the same options as Team USA, it looks a little like deja vu all over again.



The game features three difficulty levels and a password feature so you can take a break on your way to winning the championship (which involves quite a commitment — you have to win a best of seven series five times). You can choose from last year's playoff teams, or the all-star teams, and play for the championship as your favorite team.

By Electronic Arts

Category: Sports

Players: Single, 2P (Comp)

RATING	
GRAPHICS	66
SOUND/MUSIC	64
CONTROLS/GAME PLAY	65
DEPTH & CHALLENGE	50
OVERALL FUN	59

Genesis

Toys

Imagine a world game mad where toys are weapons and battle against each other. You control one collection of toys (the "good" toys) as you battle your evil brother's collection of "bad" toys through four separate levels.



While we thought the concept behind this game was cool, we found it soon became repetitious. For one thing, three of the four levels had similar floor plans with only minor variations, making it feel more like one long level. For another, the last level was too long and too difficult compared to the rest of the game. On the plus side, we



really liked the animation sequences, but even that wasn't enough to overcome the monotony.

By Absolute Entertainment

Category: Action/Arcade

Players: Single

RATING	
GRAPHICS	65
SOUND/MUSIC	58
CONTROLS/GAME PLAY	58
DEPTH & CHALLENGE	60
OVERALL FUN	55

Genesis

Journey From Darkness: Strider Returns



Fans of the original Strider will appreciate this title, in which you strive to save a kidnapped damsel as you battle hordes of alien creatures. Seven different zones provide plenty of variety, as do the available options. You can choose sword type, number of credits and number of lives, as well as the button layout on your control pad.



We liked the crisp graphics and the imaginative array of bosses (like the mechanized hornet, the dinosaur and the fireball-tossing machine). We also liked the variety of backgrounds, ranging from a forest scene to a futuristic construction area.

By US Gold

Category: Action/Arcade

Players: Single

RATING	
GRAPHICS	79
SOUND/MUSIC	58
CONTROLS/GAME PLAY	73
DEPTH & CHALLENGE	66
OVERALL FUN	66

Genesis

Paperboy

This one's been around the block so many times it's got whiskers. Nevertheless, the Game Gear incarnation of this arcade favorite is still good for a challenge. In fact, with no Continues, getting all the way through the game can be quite a challenge.



As in previous versions, your job is to deliver newspapers to your subscribers, tossing them as you ride around on your bike. A bonus stage at the end of each



round has you riding around aiming for targets and avoiding obstacles. You may not always be on target, however, since the 3-view perspective can be confusing.

By Tengen

Category: Action/Arcade

Players: Single

RATING	
GRAPHICS	68
SOUND/MUSIC	54
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	61
OVERALL FUN	55

Genesis

Pacific Theater of Operations

Another strategy title from Kon, this time dealing with the Japanese invasion of Pearl Harbor, the event that triggered America's entry into WWII. You can play either as the Japanese invaders or as the Allied



forces, and your object depends on which side you're playing. If you play as the Japanese, your object is to capture Pearl Harbor. As the Allies, your object is to destroy the enemy invaders.



You can fight nine different scenarios over 10 levels of play. The scenarios all take place during the invasion of Pearl Harbor. While we thought this was a pretty good war simulation, the fact that the computer controls a lot of the fighting made us wish for more interaction.

By Noel

Category: Strategy

Players: Single

RATING	
GRAPHICS	60
SOUND/MUSIC	50
CONTROLS/GAME PLAY	56
DEPTH & CHALLENGE	53
OVERALL FUN	56

Genesis

Wolfchild

The Genesis version of Wolfchild has all the fun, challenge and cool graphics of the Sega CD version. You are



Dr. Kai Morrow's youngest son Sam, and your goal is to defeat the terrorist organization Chimera. Your secret weapon is your ability to mutate into a wolf, and with it, an arsenal of weapons like Plasma Balls, Arc Blasts and Flamers. Six levels of side-scrolling

action take you through the Battle Cruiser, the Biogenetic Lab and the



Ancient Temples, among others, with the final showdown in the Chimera stronghold. Three levels of difficulty should satisfy gamers of most skill levels.

By JVC

Category: Action/Adventure

Players: Single

RATING	
GRAPHICS	73
SOUND/MUSIC	68
CONTROLS/GAME PLAY	73
DEPTH & CHALLENGE	66
OVERALL FUN	70

Mentors



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Discover stuff like The Spear, Fire, The Wheel, Rope, and Gravity. You'll need all the tools you can get to survive. It's a frantic race against time, with dinosaurs, logic, and the laws of physics standing between you and the next rung on

Genesis

Chester Cheetah

Chester's motorcycle has been stolen, and you need to help him find the pieces as you progress through the five different levels, battling obstacles and bosses as you go. We liked the cartoon quality of the game.



On the other hand, even if you like Cheetos, there's no guarantee you'll like this game. For one thing, it has very little new to offer



For another, we found the play-controls to be a little sloppy, adding to the frustration index. And while we found most of the game to be pretty easy, we thought the last two bosses were uncharacteristically difficult.

By Keniko

Category: Action/Adventure

Players: Single

RATING	
GRAPHICS	66
SOUND/MUSIC	58
CONTROLS/GAME PLAY	47
DEPTH & CHALLENGE	55
OVERALL FUN	45

Genesis

Championship Bowling

Maybe it's because this is the first bowling game for the Genesis. Or maybe it's because you can go up against three friends for the trophy. Whatever the reason, we thought this one was a lot of fun.



You can choose to play as any of four bowlers on any of four different alleys. You can also choose the type of game: Spare or Bonus. In the Spare game, you pick up



spares for points (the more difficult the spare, the higher the points), while in the Bonus game, each pin has a point value and you try to score as many points as you can. For the single-player game, you go up against 10 players for the trophy

By Mentrix

Category: Sports

Players: Single, 2-4P (Comp)

RATING	
GRAPHICS	65
SOUND/MUSIC	60
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	90
OVERALL FUN	75

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the evolutionary ladder. Score points and survive levels by trying to keep as many of your tribesmen intact as HUMAN-ly possible. Screw up, and you're nothing but a time line footnote. As the brilliant Charles Darwin once said, "you

snooze,... you lose." So get your copy of THE HUMANS before they're extinct at your store.

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Genesis

Blaster Master 2

Are you ready to save the world one more time? This time the evil boss has infested the planet with all manner of bosses. You have to destroy all his machines and creatures before you can go up against



him. Sounds like a familiar recipe for a shooter, but we liked the variety of bosses you have to fight: fishes, worms, bees and stone faces, among others.



The game features a total of eight levels, most with both side and overhead views. The overhead portions get more difficult as you get better, keeping you challenged all the way to the end.

By Sennoff

Category: Action/Arcade

Players: Single

RATING

GRAPHICS	48
SOUND/MUSIC	55
CONTROLS/GAME PLAY	81
DEPTH & CHALLENGE	64
OVERALL FUN	70

Genesis

Dracula

Head your opportunity to put Dracula to rest forever. As you track down the evil vampire, you



go up against a succession of bosses that are straight out of the movie. You also get some help along the way—a mysterious old man who tells you which weapons are the most effective against each of the bosses.

We liked some of the graphic sequences, especially the explosions and the wraith-like ghosts. We also liked the way you could



balance your health level against your number of lives.

By Sony Imagesoft

Category: Action/Adventure

Players: Single

RATING

GRAPHICS	53
SOUND/MUSIC	53
CONTROLS/GAME PLAY	68
DEPTH & CHALLENGE	63
OVERALL FUN	55

Game Boy

Crash Dummies

Slack and Spin, our two crash dummy heroes, are trying to earn money for their vacation by undertaking various stunts. Each of the four levels (Easy, OK, Hard and Very Hard) consists of five stages—falling from a building, driving,



downhill skiing, the Ammunition Factory and the Cruise Missile. Unfortunately, that's the extent of the vanity in the game—as



you go from level to level, you realize that the only difference between them is the difficulty factor, and that you have to go through the same stunts over and over. While we thought some of the animations were cool, we were put off by the repetitive nature of the game.

By Flying Edge

Category: Action/Arcade

Players: Single

RATING

GRAPHICS	58
SOUND/MUSIC	48
CONTROLS/GAME PLAY	58
DEPTH & CHALLENGE	60
OVERALL FUN	50

Game Boy

Arch Rivals

If you're looking for a basketball game for your Game Boy, welcome to the only game in town. Play against an assortment of teams (which get progressively



more difficult) in single-player mode, or hook up a Gear-To-Gear for some one-on-one with a bud.

So much for the good news. On the negative side, we thought the play controls could have been improved considerably—as it



was, it was difficult to score when you were going down court. We also found it a little low in the fun department.

By Flying Edge

Category: Sports

Players: Single, 2P (Comp)

RATING

GRAPHICS	45
SOUND/MUSIC	30
CONTROLS/GAME PLAY	55
DEPTH & CHALLENGE	35
OVERALL FUN	33

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Coming!

April/May '93

Genesis

Chester Cheek	Action	Karelio
Cool Spot	Action	Virgin
King of the Monsters	Action	Tekno
Out Of This World	Action	Virgin
Elemental Master	Adv/RPG	Renovation
Amazing Tennis	Sports	Absolute
Bulls vs. Blazers and the NBA Baseball '93	Sports	EA
	Sports	Tengen

Game Gear

Spadamar: Return of the Samurai 6	Action	Flying Edge
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Mickey Mouse Land of Illusion	Action	Sega
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Sega CD

Batman Returns	Action	Sega
Demolition	Action	Sony
Time Gal	Action	Renovation
Final Fight	Fighting	Sega
Rise of the Dragon	RPG	Sega
Shogun Holmes	RPG	Sega
After Burner II	Sim	Sega

Hey, fellow gamers! Here's a peek at the titles planned for release over the next few months. Of course, new titles are popping up all the time, so the list may change slightly. We'll let you know if that happens. Meanwhile, here are some titles we can all look forward to for the next few months.

July '93

Genesis

Demolition	Action	Sony
Hook	Action	Sony
Jurassic Park	Action	Sega
Rocket Knight	Action	Konami
Rolling Thunder 3	Action	Namco
Journey From Darkness: Sinner Returns	Action	US Gold
T2 the Judgement	Action	Flying Edge
Tachinodan	Action	EA
Wolf Child	Action	AVC
Thomas Tank	Edutec	THQ
Shining Force	RPG	Sega
Best of the Best	Sports	Electrobrain
Wrath of Gods	Shoot/Puz	Virgin

Game Gear

Bart vs. World	Action	Flying Edge
Global Gladiator	Action	Virgin
Hook	Action	Sony

Journey From Darkness: Sinner Returns	Action	US Gold
Sufi Ninjas	Action	Sega
T-2 Judgement	Action	Flying Edge
Tom & Jerry	Action	Sega
Streets of Rage 2	Fight	Sega
Jeopardy	Shoot/Puz	GameTek
The Humans	Shoot/Puz	GameTek
Wheel of Fortune	Shoot/Puz	GameTek

Sega CD

Terminator	Action	Virgin
Young Indiana Jones	Action	Sega
Thunder Hawk	Sim	AVC

June '93

Genesis

IL08	Action	EA
Blaster Master	Action	Sunsoft
James Pond 3	Action	EA
Mutant League Football	Action	EA
Jungle Strike: The Sequel	Action	Absolute
Toys	Action	American
Sorcerer's Kingdom	RPG	Sammy

Pacific Theater of Operations	Sim	Koni
Chi Chi Pro Challenge Golf	Sports	Virgin
Championship Bowling	Sports	Mentor

Game Gear

Crash Dummies	Action	Flying Edge
Double Dragon	Action	Virgin
Demolition	Action	Sony
Paperboy 2	Action	Tengen
Vampire	Action	Sega
Tengen World Cup	Sport	Tengen
WWF Steel Cage Challenge	Sport	Flying Edge

Sega CD

Spider-Man	Action	Sega
Exo the Dolphin	Action	Sega

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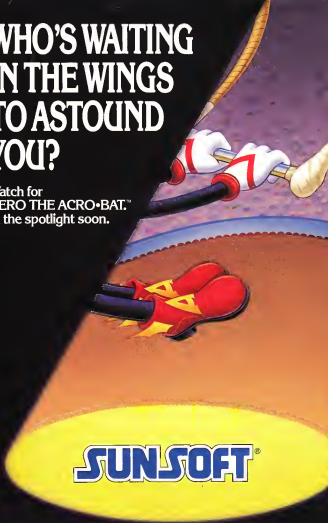


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